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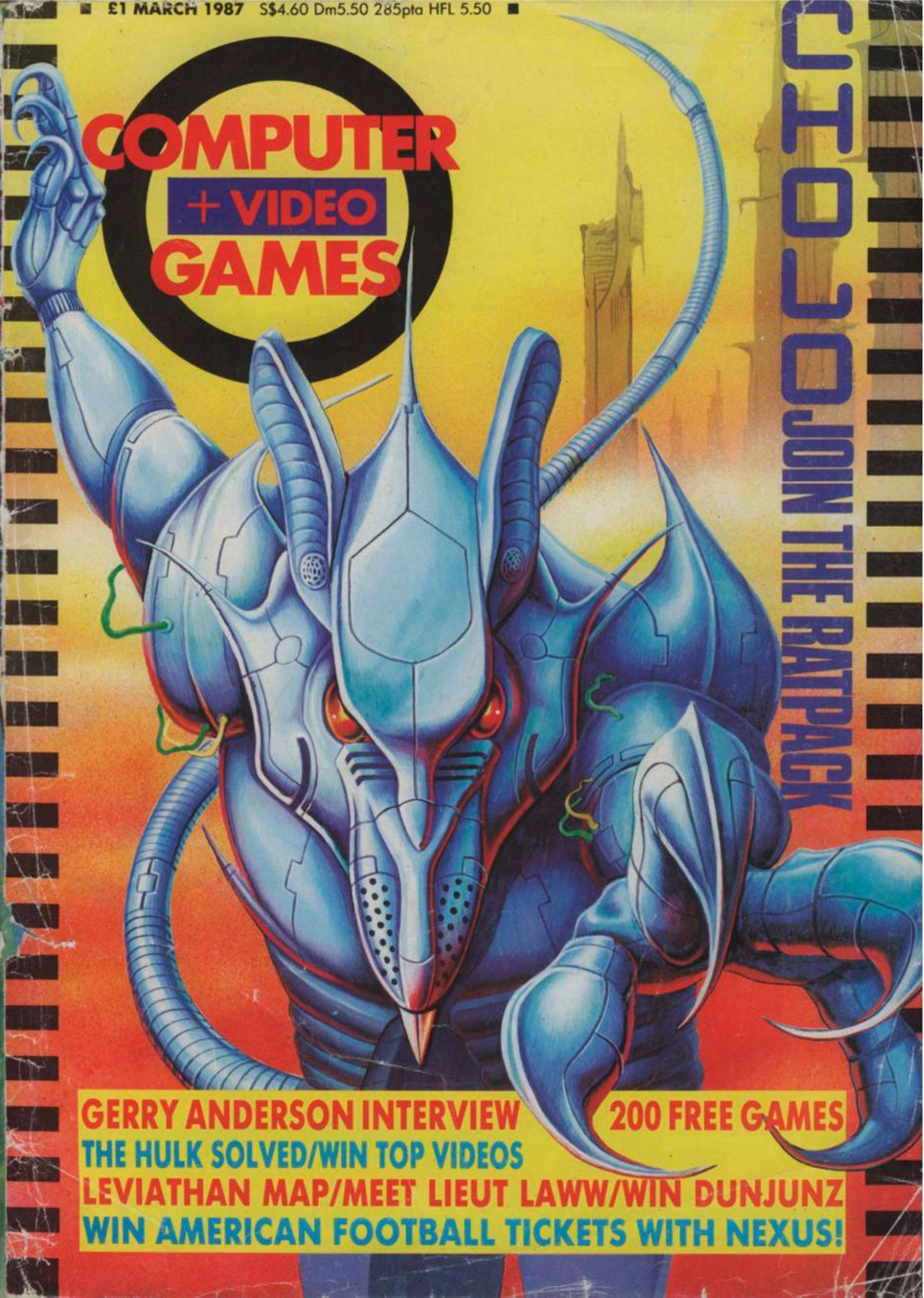

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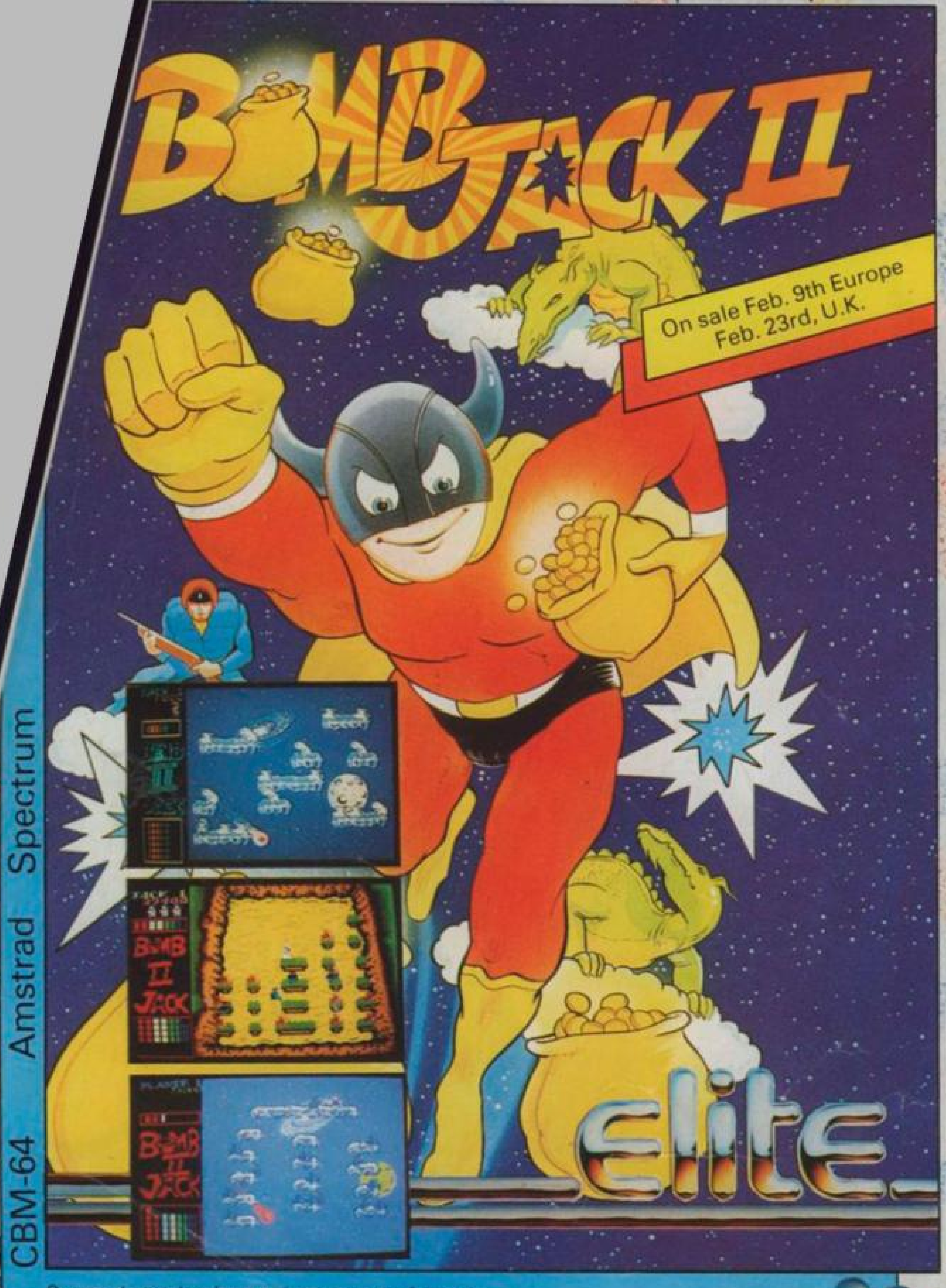

Screen shots taken from various computer formats

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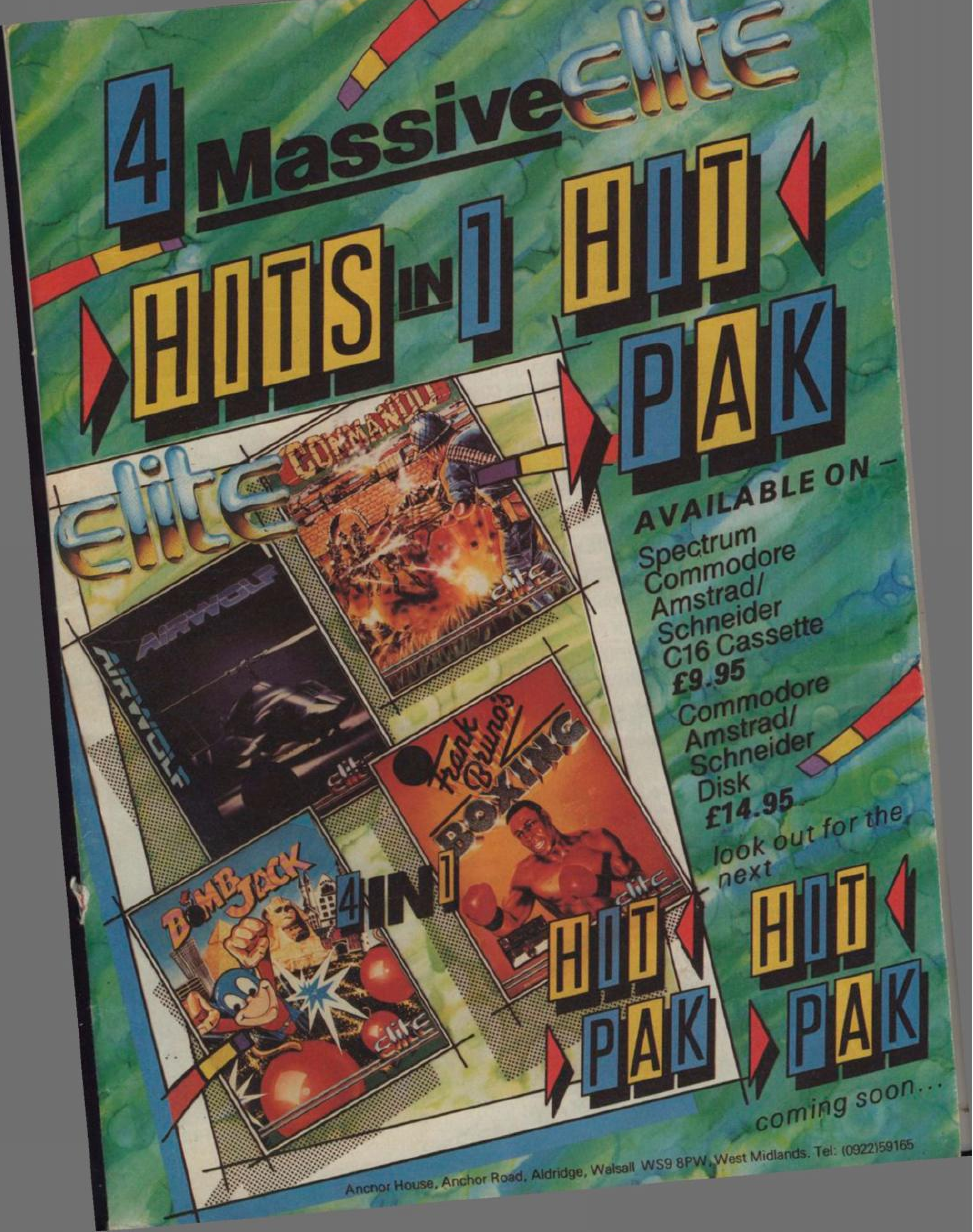
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CONTENTS

FEATURES

42 SCOOBY DOO MAP

48 WIN AMERICAN FOOTBALL TICKETS WITH NEXUS

50 JUST LIKE THE MOVIES. . . NEW GAMES

52 I.D.E.A.S CENTRAL

55 PLAY-BY-MAIL

58 LEVIATHAN MAP

66 THE INCREDIBLE HULK SOLVED

74 CHOLO — JOIN THE RATPACK

75 THE LAST STARFIGHTER/ THUNDERBIRDS COMPETITION

80 GERRY ANDERSON INTERVIEW

84 HIGH-TECH LIFE-ENHANCERS

86 COMPETITION RESULTS

89 FREEZE FRAME — VIDEO REVIEWS

92 ARCADE ACTION

95 EXTRA BITS

100 STREET SEEN

102 MAILBAG

106 PEN PALS

109 INTRODUCING LIEUT LAWW

114 HOT GOSSIP

JUST LIKE THE MOVIES/ 50

KAILLIBER — MAILBAG/102

NEWS & REVIEWS

8 NEWS

It's Scoop time. Check out the first pictures of Arkenoid, Gauntlet, the mysterious Project X. These games are so hot, it's a wonder the pages aren't singed. Win 200 free Games and meet C+VG's Adventurer of the Year. Check out the AMAZING screen art work sent to us by our readers. Unbelievable!

13 REVIEWS THIS ISSUE:

Nemesis and 10th Frame get the ultimate accolade for March. And the hits keep on coming — Super Soccer and Super Sunday both score. Not to mention Sky Runner, Highway Encounter, Dunjunz and Strike Force Harrier.

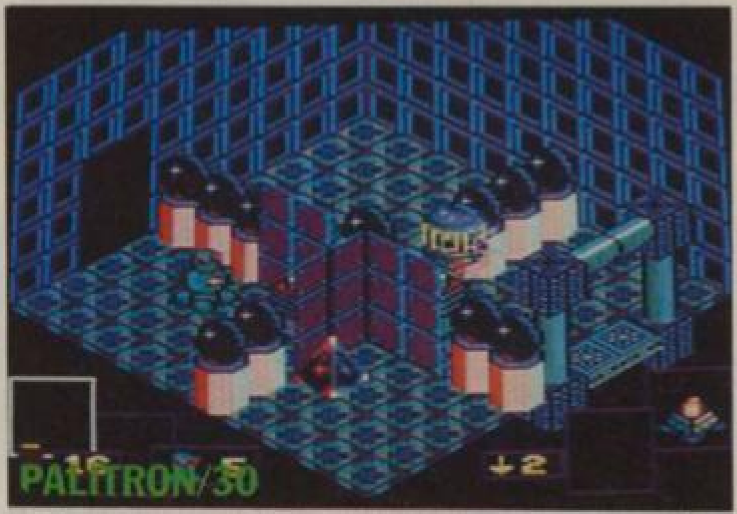
61 ADVENTURE

Keith Campbell and his team get to grips with Labyrinth

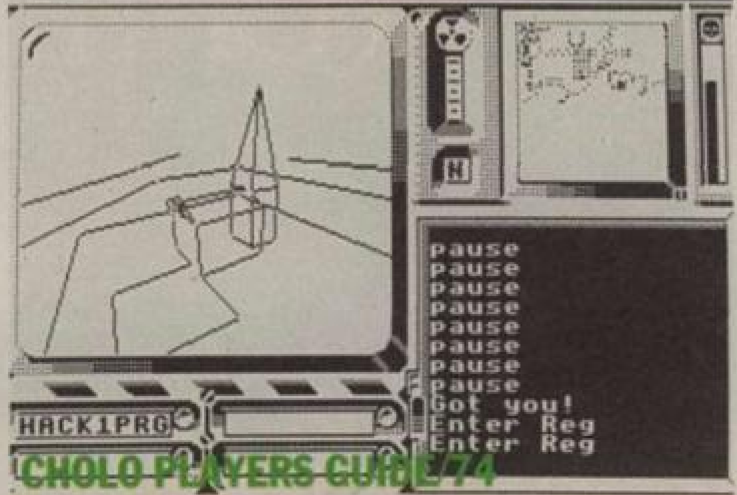
NEMESIS/13

You are going to be glad you picked up this really wicked issue of C+VG. We've got features and competitions that will knock you right into next month! Win tickets to the NFL's **American Football** exhibition match due to be this summer. Meet **Gerry Anderson,** the puppet master who created such vintage sci-fi shows as *Thunderbirds* and *Captain Scarlet.* Read about his new TV project and win copies of classic *Thunderbirds* episodes. Talking of videos to win you can also pick up copies of *The Last Starfighter*, an exciting space movie in the *Star Wars* tradition, which inspired the *Star Raiders II* game soon to be released by Electric Dreams. Read about the incredible **Cinemaware** software which makes you the star of the silver screen. Our cover story features **Cholo** — the new Firebird game setting out to challenge *Elite's* cult status. Join the Ratpack and beat the droids with our exclusive players guide. The Edge's **Arcade Action** features all the hottest games from the recent arcade trade exhibition. See what will be hitting your local arcade action BEFORE it arrives. Talking of arrivals our new comic hero **Lieut Laww** starts laying down this month. And before I go, I'd just like to thank everyone who sent Christmas cards and seasonal greetings. Better late than never I guess! Now, turn the page and be amazed. . .

Tim



PALITRON/30



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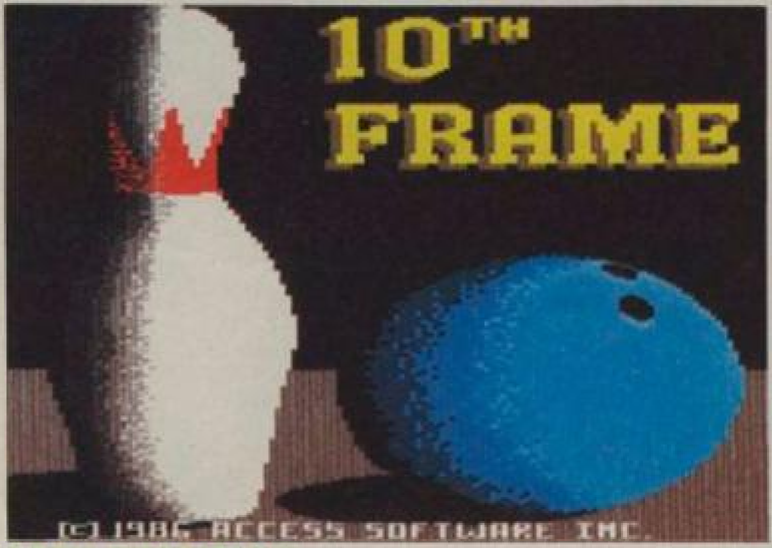
CHOLO PLAYERS GUIDE/74



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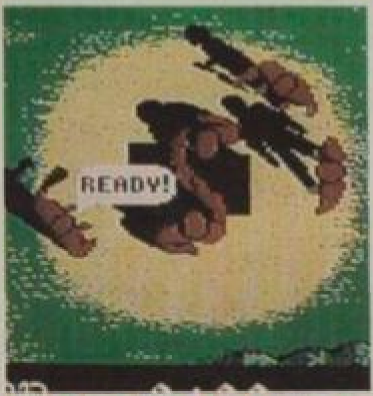

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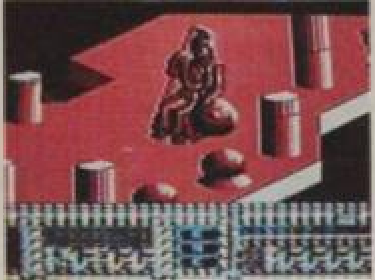
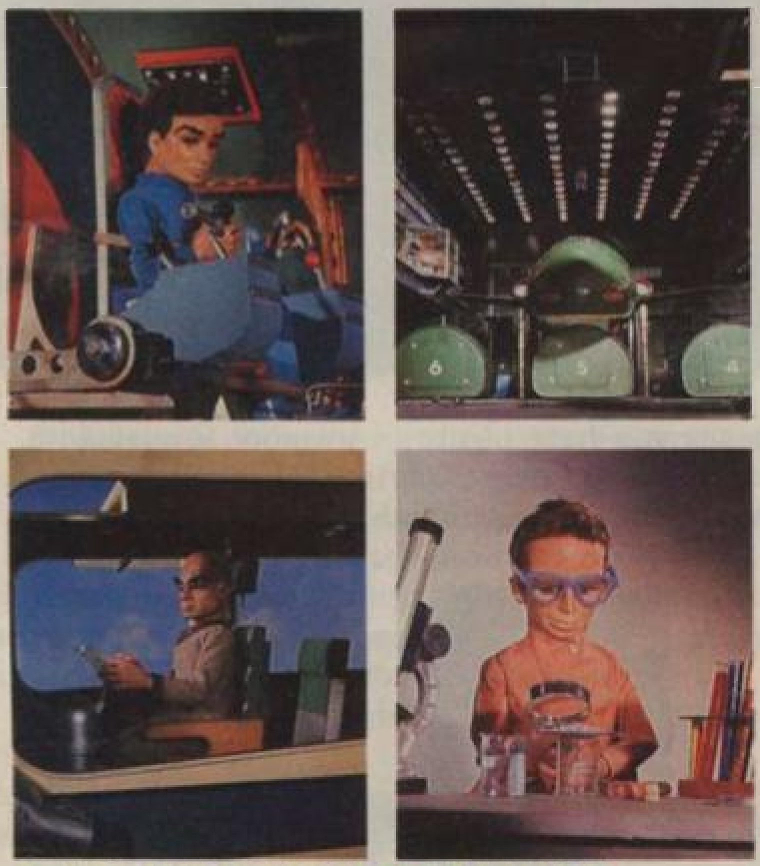
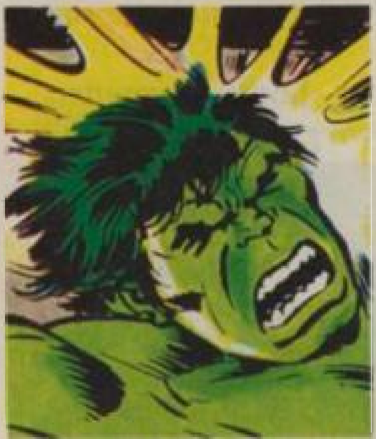




GERRY ANDERSON INTERVIEW/80



HULK SOLVED/66

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And you get £100 worth of software with games like Harrier Attack and Sultan's Maze. Not to mention Oh Mummy.

64K of RAM means you have plenty of memory to play with. And there are over 200 Amstrad games you can play, many exclusive to Amstrad.

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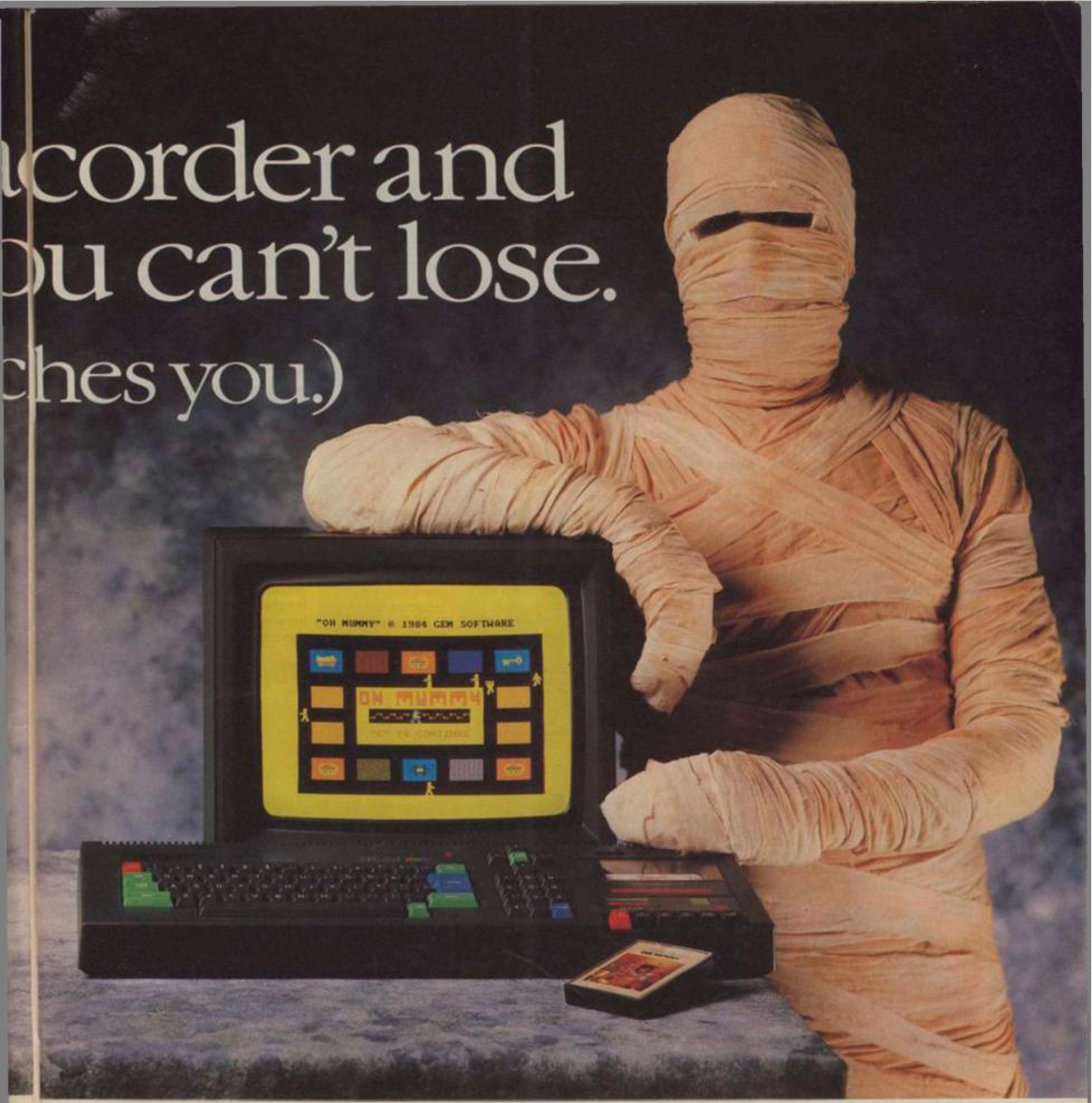

To help you make the most of your 464, you can join the Amstrad User Club.

And there are lots of books and magazines devoted to it as well.

What's more you can buy joysticks, printers, disc drives, speech synthesisers and light pens to make it even more fun.

But perhaps the most pleasurable thing about the 464 is the price.

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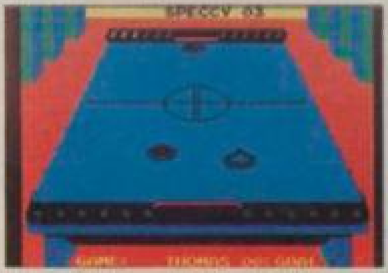
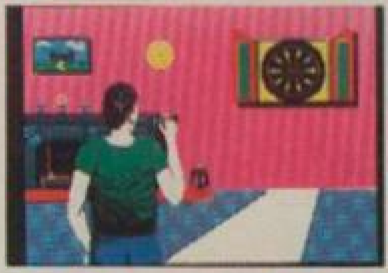
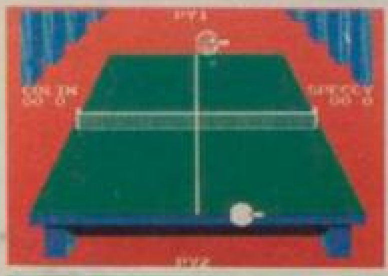
NEWS

■ **Air Hockey** is one of the more unusual games on this sports compilation from **Mindscape**, released in the UK by **Advance** — the people who brought you the conversions of **Hardball. Indoor Sports** consists of 10-Pin Bowling, Darts, Ping Pong as well as Air Hockey. The game, which should be available now, is great value at just £8.95.







■ **Creative Sparks** releases four new budget titles this month — **Little Alien** (Spectrum), about a little green thing's search for a lookalike imposter; **Smudge and the Moonees** (Spectrum), involving chimney sweep antics; **Super Shuffle** (Spectrum), about a slot machine with a brain. All these will sell for £1.99. **Cyber I** (Commodore 64) is a space shoot 'em up, selling at £2.99.

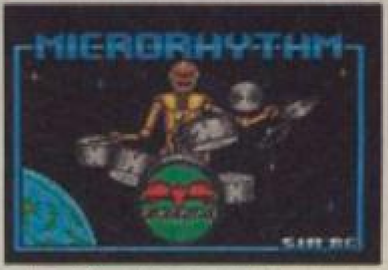
■ Ever wanted to be a hot shot reporter? Course you have. There's nothing more exciting than tracking down that scoop story and seeing your name on the front page. Now you can have a crack at writing the story of the year — all about a mysterious murder. **Mike Lewis**, half of the team who brought you the innovative adventures **Redhawk** and KWAH! is currently working on a new *detective style adventure* called **Murder at Arkham Hall**. In it you'll play a reporter who uncovers a dastardly murder and sets out to find out who-dunnit! This exciting two part adventure will be out soon from **Melbourne House**.

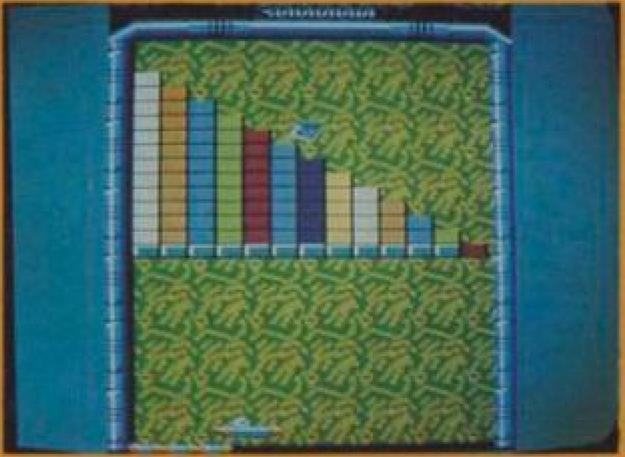
■ Appologies are due to all you Commodore 64 owners who ordered **Ikari Warriors** with the recent Computer + Video Games subscription offer.

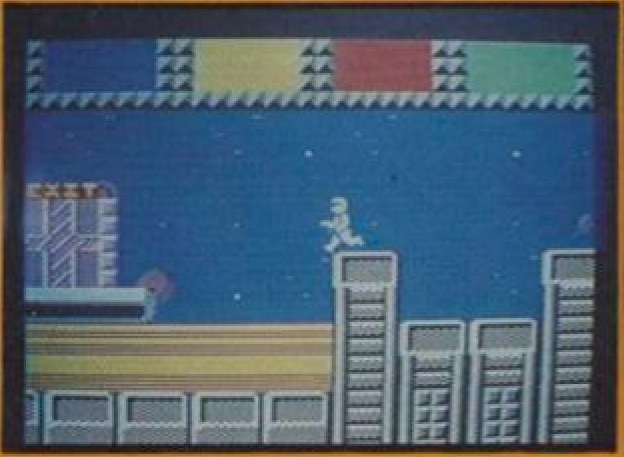
Elite will not now be producing *the game for your computer.* However we can offer you a choice of **Ghost 'n' Goblins, 1942** or **Paperboy**. Please write to Carl Dunne, Computer + Video Games *Subscription* Offer, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

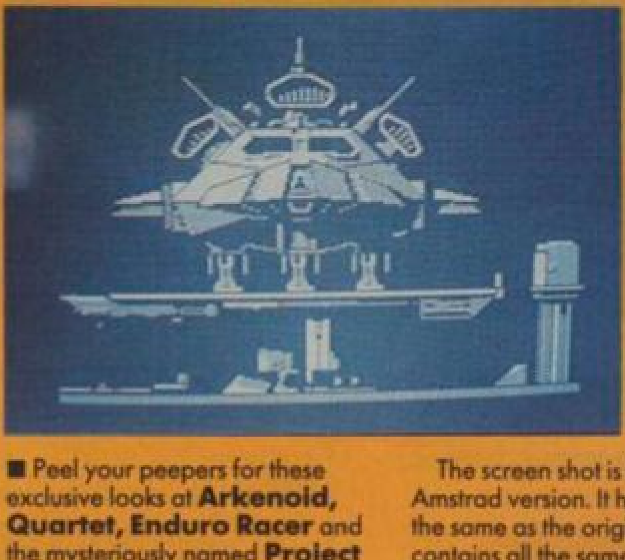
■ Giant animated characters inhabit the world of **Doc the Destroyer** a new *D&D* style game. on the way from the Wizards of Oz — **Melbourne House**. If you've played games like *Ultima* and *Bard's Tale* you'll know the sort of thing. But Doc features giant animated characters. Watch out for more news.

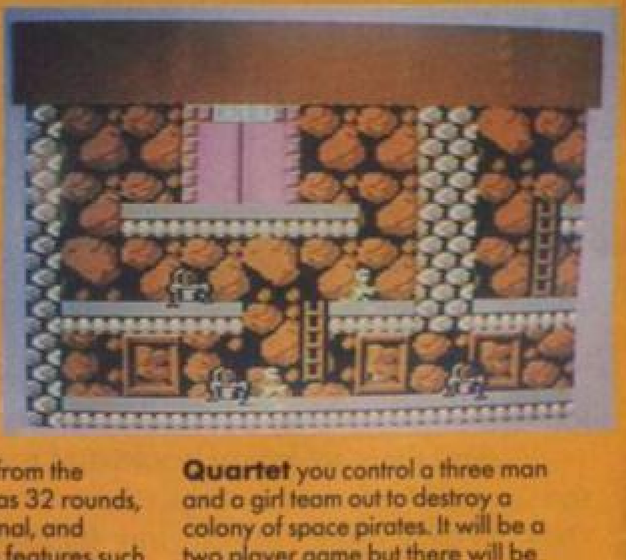
■ It's not often we talk about utilities within the pages of C+VG but here's one you should NOT miss. It's called **Microrhythm** and it's simply mega-fab. It turns your 64 into a drum machine for just £1.99. Firebird must be mad selling it for this price! Write whole songs on it or just play around making neat noises which sound as good as anything you'll hear from the cheaper drum machines. All we've got to say is — hip, hop don't stop!











■ Peel your peepers for these exclusive looks at **Arkenoid, Quartet, Enduro Racer** and the mysteriously named **Project X** all being written by Probe Software.

Arkenoid, to be released by **Ocean**, is of the Breakout-type coin-op smash. It's fast, addictive and plays like a dream.

The screen shot is from the Amstrad version. It has 32 rounds, the same as the original, and contains all the same features such as extra lives, slow motion, enlarged bat and a laser gun to blast the bricks to pieces.

Quartet and **Enduro Racer**, on the **Activision** label, are again arcade classics. In **Quartet** you control a three man and a girl team out to destroy a colony of space pirates. It will be a two player game but there will be a four player option. **Enduro Racer** is an all action bike race thriller.

The shot for **Enduro Racer** is from the Spectrum version. The action is super fast as the biker

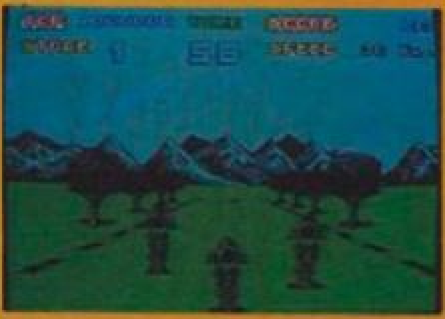
■ A couple of classic **Jeff Minter** games, **Voidrunner and Hellgate** are to be released on the C16 by **Ariolasoft**, price £6.95.

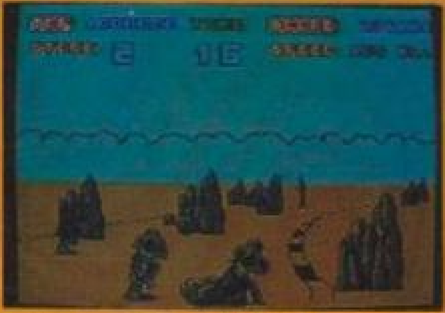
Other new Ariolasoft releases will be **Blitzkreig**, a strategy and action game based on **Len Deighton's** best-selilng book of the same name. Lead the German forces against Britain in this "historically and geographically accurate game," says Ariolasoft. It will be out first on the Commodore 64/128 cassette and disk soon.

■ **Konix**, makers of the **Speed King** joystick, has won the New Enterprise Award in the Welsh National Business Awards 1986.

Wyn Holloway, managing director of the Tredegar-based company received the award from **Sir John Harvey-Jones**, chairman of ICI.

■ **The Growing Pains of Adrian Mole** is due for release any day now by **Virgin Games** and **Mosaic**. The game, like its predecessor, **The Diary of Adrian Mole**, has been programmed by **Level 9**.



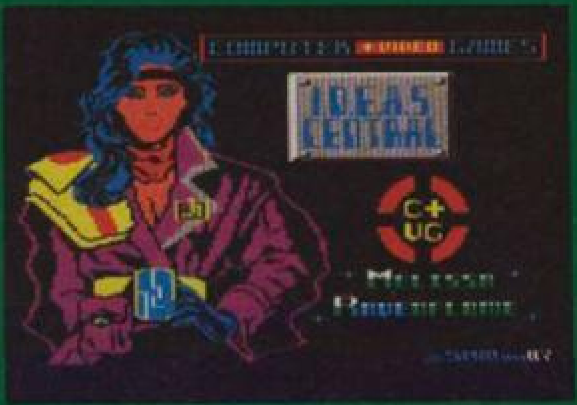


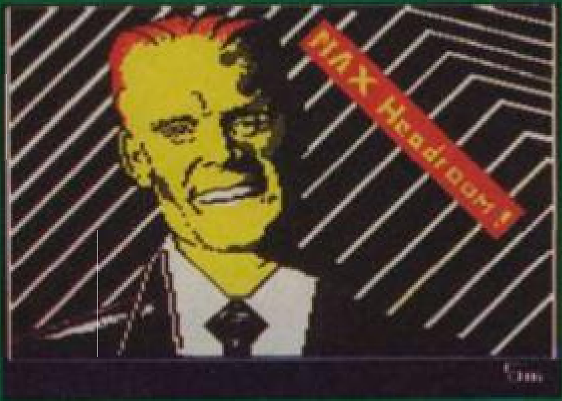
races against the clock across some rough, tough terrain, avoiding rocks and water-traps.

Project X — to be released by Probe — is the final game but it deals with the exploits of Trantor Anacreon in his quest to find vital plans in alien hands.

The plans are hidden among a 45 screen complex. Trantor has around 45 seconds to get to each level and gain extra time to survive. The graphics — and these are not the finished ones — are already extremely impressive.

Probe is also working on **Slapfighter** and **Rampage** for **Ocean**, and **Metro-Cross** for **US Gold**. More news and pics on these next month.

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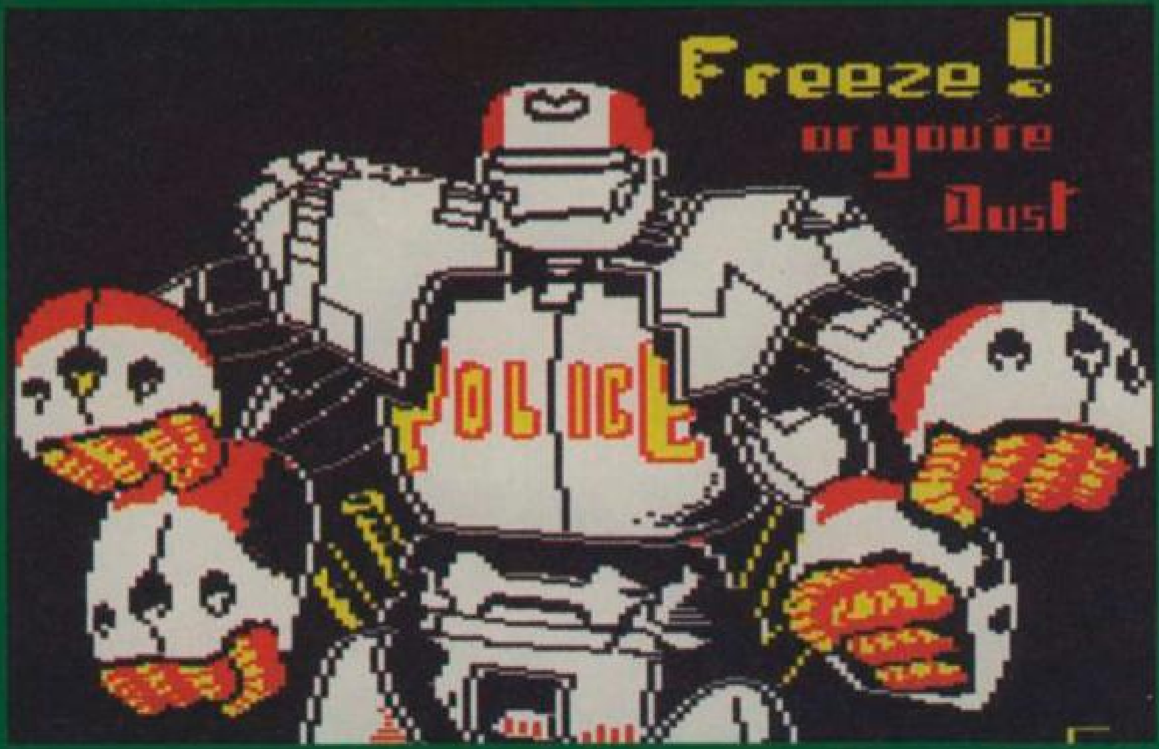

■ That Big Red screen by **Mika Kuulusa** has inspired quite a few readers to sit down at the screen and come up with some ace artwork. **Sam Mohabull** from North London has been drooling over the lovely Melissa Ravenflame and produced this neat portrait of his 64. Sam suggests that we have a computer art competition — and that's just what we'll be doing in a couple of months time. Just let us sort the prizes out! Meanwhile **David Sowerby**, from Leeds is obviously a Lt. Laww fan going by this stunning pic produced on — you probably won't believe this — an Electron. All this artwork and the massive response to our art competitions has made us think that you'd like to see a computer art page in our forthcoming issues with software prizes for the best stuff. So if you've got some graphics you want to show off then send them into *Computer and Video Games.*

CHAMPION
GYRUSS

■ Who's this fresh faced chap with a sensible haircut and healthy complexion? Yes, it's none other than **Julian Rignall**, whose words of wisdom now grace the pages of **Zzap!** Back in 1983 our Jools was a regular C+VG arcade reader and entered our Arcade Championship which he won, playing **Galaga**. Now he probably wouldn't be seen dead in a C+VG t-shirt — but it just goes to show that reading this magazine can change your life.

We did it in October and November of last year and you love it. Now we're going to do in March and April. And it'll drive you crazy.

Thanks to our pals at CRL, we've got 200 copies of Pete Cooke's fantastic **Academy** up for grabs on a first come, first served basis. And that's on opportunity not to be missed.

In January we made Academy Game of the Month. In February we put the game on our front cover and brought you an exclusive players guide. As you may have guessed we like **Academy**. And you will too.

All you have to do is to collect TWO Academy C+VG tokens. One is printed on this page and the other will be printed in our April issue in just 28 days time so there's not long to wait. Order your copy from your local newsagent to avoid disappointment.

Send these two tokens to Academy Offer, CRL, CRL House, 9 King's Yard London E15 2HD. and don't forget to send it with the coupon below.

When we ran a similar offer for CRL's Cyborg around 2000 of you sent in tokens. So the quicker your tokens arrive the more chance you'll have of getting a copy.

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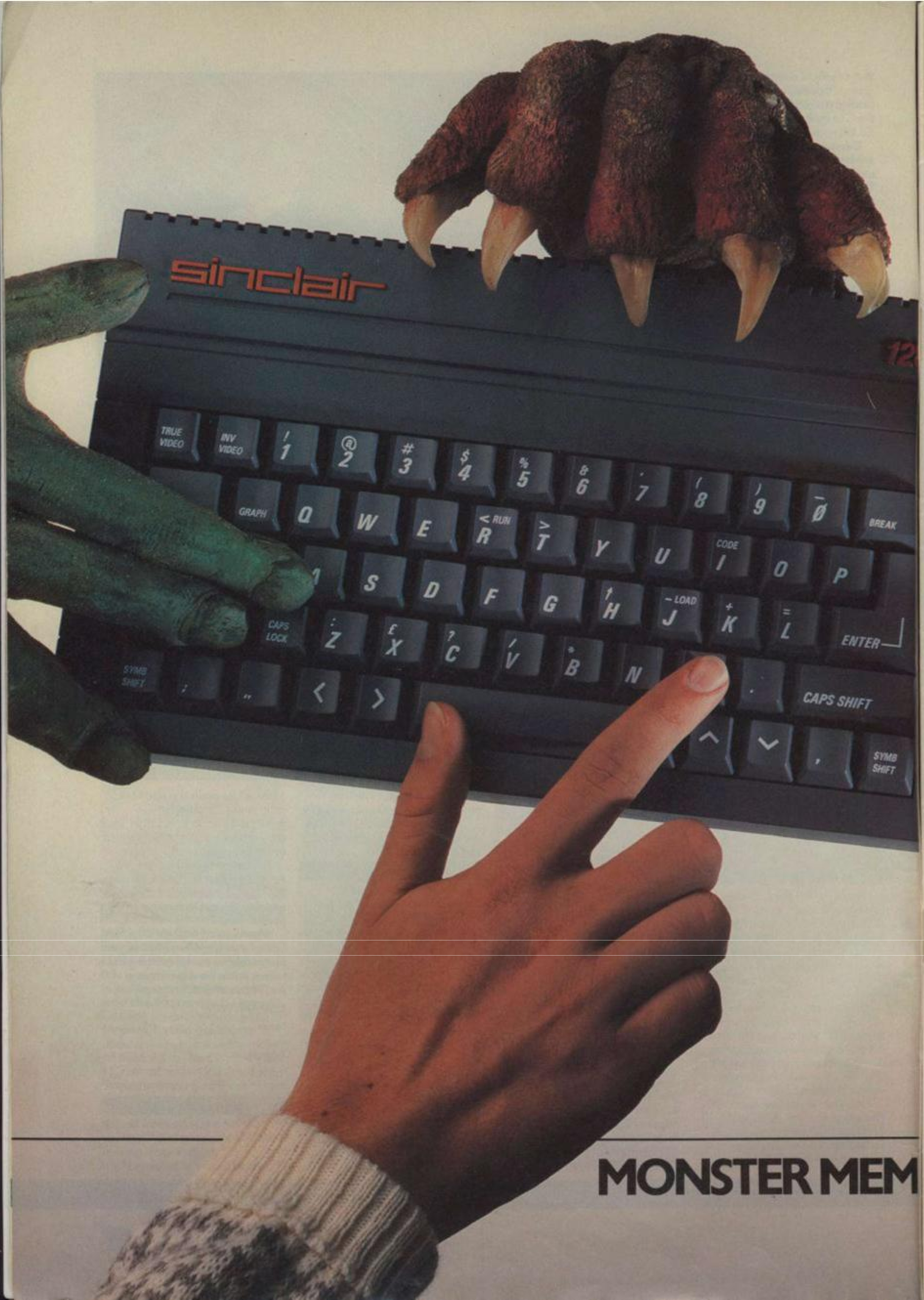

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NEWS

■ I'd meticulously followed the instructions from London. I'd opened the parcel containing map, compass and emergency rations as I left the M40 and here I was. I had arrived. Or at least I thought I had, writes **Steve Zucker**.

Here I stood in something resembling the set for **Dark Crystal**, wizened wizards, dragons breaking out of shells and trolls surrounded me. And they told me I was going to visit a pottery.

Well I suppose it was really, but then owner Graham Piggott is no ordinary potter. It was Graham after all who created the amazing wizard for C+VG's **'Adventurer of the Year'** prize.

When he began his pottery some 19-years ago, in Bladon near Oxford, plates, pots and pans were his staple fare. But it wasn't long before his imagination was in overdrive and he was turning out the most extraordinary fantasy figures . . . and they just got weirder and weirder.

Recently he's been busy making models for a forthcoming feature film along the lines of **Dark Crystal** and **Labyrinth**.

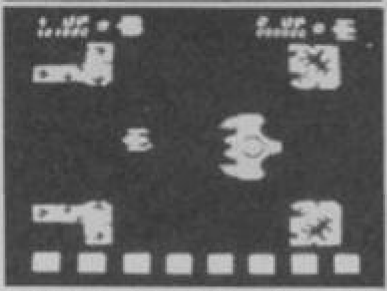
"It's great doing film work" said Graham. "There's tremendous scope for plumbing those dark recesses of one's imagination".

■ Meet **Paul Exley,** C+VG's Adventurer of the Year. He pictured receiving his unique Dungeon Master trophy from Deputy Editor **Paul Boughton**.

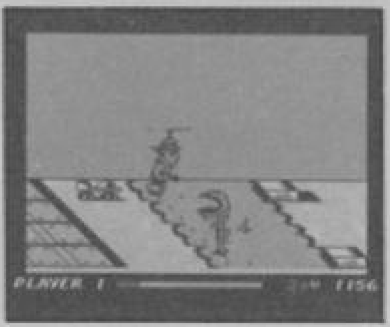
Paul, 16, from Bury, Lancashire, triumphed over all other contenders with his wide and expert knowledge of adventure games.

As part of his prize Paul was taken to Elstree Film Studios where the BBC film their smash hit TV series **Grange Hull**, now an adventure game from **Argus Press Software**. Paul saw future episodes being filmed.

■ Here's a value for money package for 64 adventurers. **Incentive** have repackaged the **Ket Trilogy**, stuck it all onto one tape and built in a map drawing program so you can do away with all that messing about with pens and paper. This three for the price of one package sells for just £7.95.



■ **Nemesis** or **Delta**. While will be the top shoot'em up over the next few months. Nemesis is reviewed in full later on so here's a look at Delta from **Thalamus**. It's superb fast action crash, bash and wallop in space. Your trigger finger will have to develop extra muscles to cope with the action. Delta will cost £9.95 on cassette and £14.95 on disk.



■ 'Allo, 'Allo, 'Allo. What eez all thees? Yes **Inspector Gadget** is on the trail of those crafty MAD agents in the **Circus of Fear**.

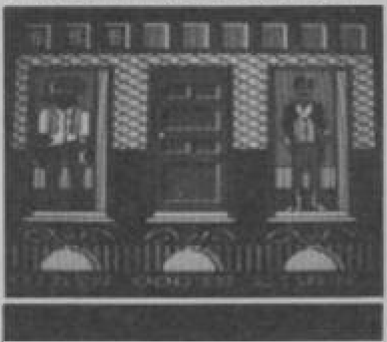
Gadget has to use all his technological trickery — elastic legs, roller skates, hammer and a helicopter to overcome these villains.

More on this French hero next month's C+VG. See the Next Month column on this page.

■ Remember spaghetti westerns? They were wild west films made by Italians in Spain. Well **Gremlin** have come up with their version — **West Bank**, a wild west game made in Spain.

It features life-like animation of the citizens of a Wild West town. You play the hero — collect money from the citizens of Soft City and shoot the baddies who try to steal it from you both on your way to the bank and in it.

WEST BANK will now retail across the following different machines at £4.99 for cassette and £7.99 for disk. Spectrum, Amstrad CBM64/128, and following soon on BBC/Electron and C16/Plus 4.



■ A man's head appears in the sights of a gun. A shot rings out. A bullet hole blooms on the man's forehead. He falls to the floor. Sirens wail.

The scene changes to the man lyng dead in the street. That's the dramatic and blood-thirsty start to **The Sidney Affair** from **Infogramme**.

Yes, it's another criminal investigation in the form of **Vera Cruz**. You must take statements and interview witnesses and suspects before making an arrest.

The Sidney Affair will be out on Spectrum, Amstrad, CBM 64, MSX, and IBM.

Meanwhile France's best-selling cartoon book series is **Passengers on the wind**, a swash-buckling adventure packed with galleons, battles and romance. A computer game based on the book is now out in France and the English version should be out in this country during March.

■ The Liberty Star is apparently the hottest fighter in the galaxy. You can find out if it's true in **Electric Dreams Star Raider II,** out soon on Amstrad, Spectrum and Commodore 64 (£9.99). The future of the Atarian federation is in your hands. But Chut, the evil Zylon Master has other plans.

Other up and coming Activision/Electric Dream games are **Koronis Rift** on the Spectrum, **500CC Grand Prix, Bactron** and **Firetrack** on the BBC and CBM 64.

■ Butch Hardguy. Is he the man to finally prove that Rambo is really a sissy? **Advance Software** hope he is as they launch **Hardguy**, what should be a humorous and tongue-in-cheek take off of the Sly Stallone tough guy. His motto is "Who Cares Who Wins." Out soon on the Spectrum for £7.95.

NEXT MONTH

■ The C+VG office was suddenly plunged into darkness. A shot rang out followed by a hideous scream. Panic. The lights came back on. The Ed was sprawled on the floor, a bullethole through the padding of the right shoulder of his rather exclusive Dynasty-style jacket.

Who had tried to murder Metcalfe while he was drinking his coffee?

There were four people in the office all with opportunity and motive. Was it Paul, the Dep Ed, after quick promotion? Was it designer Craig, driven to a fury after Metcalfe refused to allow him to use blood red throughout the mag? Was it Seamus the sub, upset because Tim was drinking coffee out of HIS cup? And what about the lovely Lesly? What dark secret was she hiding behind those big, baby blue eyes?

This was clearly a case for *Inspector Gadget*. And next month this famous French detective will be under investigation as we check out his latest adventure *The Circus of Fear*.

In fact next month's C+VG is packed with corpses and detectives. There's an invitation to Marshal M. Rosethal's *Murder Party*, a map of *Sam Cruise* and Keith Campbell's solution to *Sherlock*.

There's also a 16 page adventure supplement with the latest on *Guild of Thieves*.

April's C+VG will also contain the full results of the Golden Joysticks, the awards software houses will kill for, a report on the latest US games, news from the 2nd British Play-By-Mail conference, an extremely stylish American Football poster, a look at high-tech life enhancers, video reviews.

And that's all in addition to the reviews, news, I.D.E.A.S Central, Arcade Action, competitions and anything else we can squeeze in.

Whodunnit? Wedunnit and we'll be doing it every month. Make sure your doing it with us.

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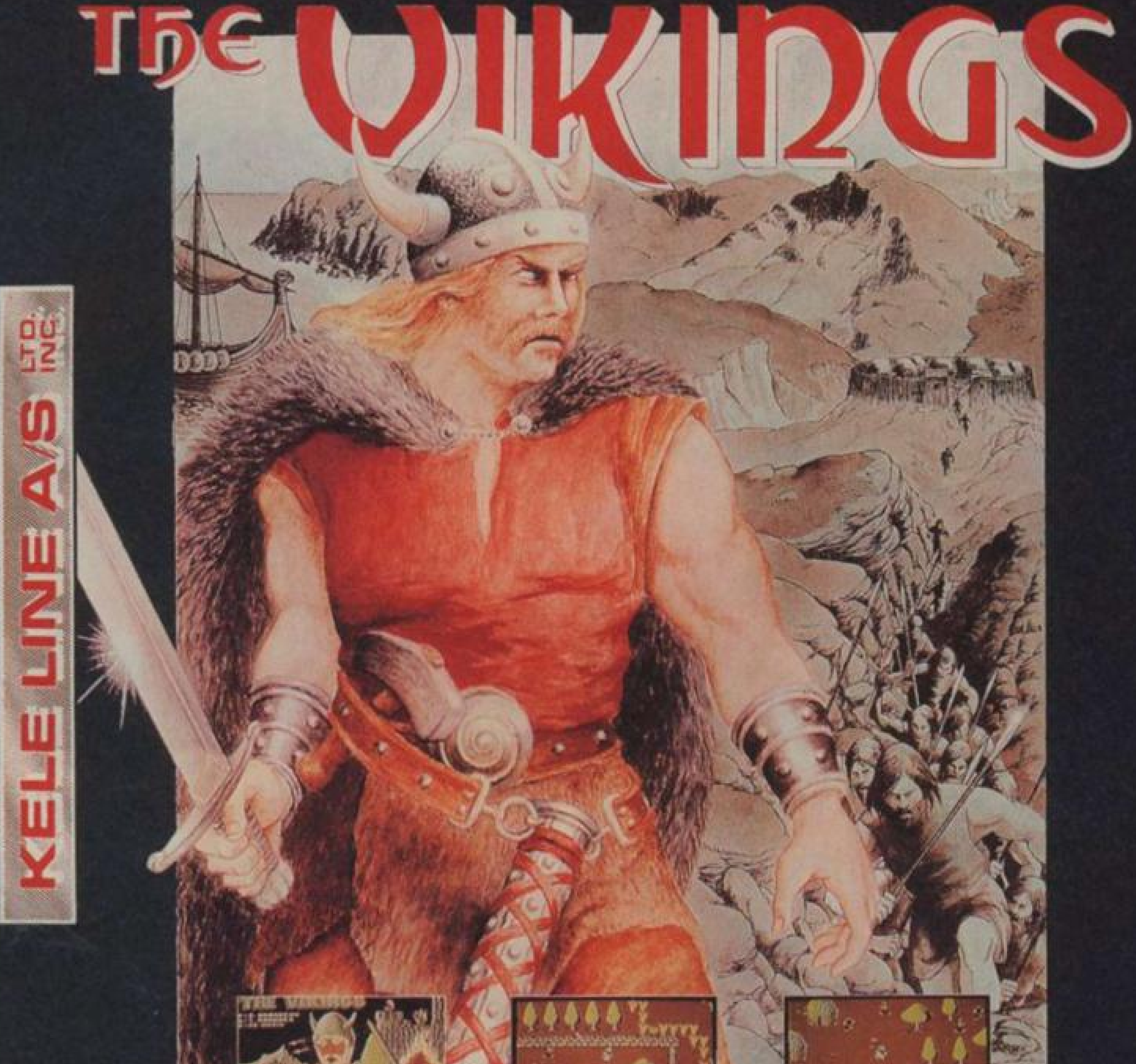

Also available from
Status Software
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FORTUNE Teller

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GAME OF C+VG THE MONTH

This is C+VG's highest honour. It's granted to the game which, in our honest opinion, is the most playable, original and exciting game released during the month. We look for all the key points listed below — but also that extra added ingredient which makes the game stand head and shoulders above the rest.

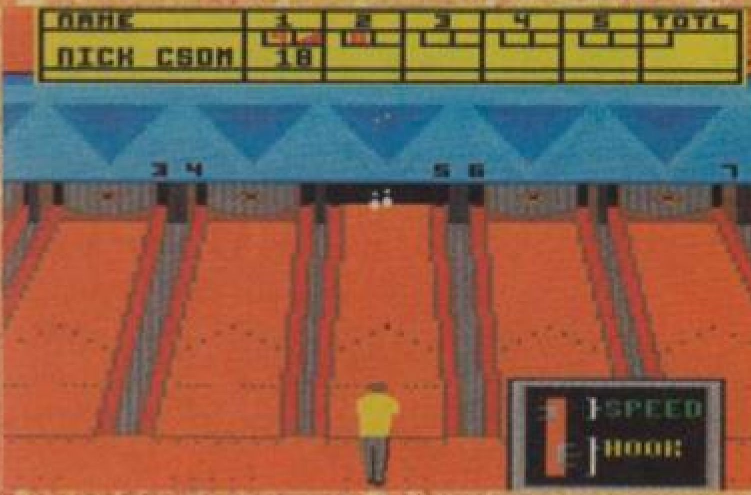
C+VG HIT!

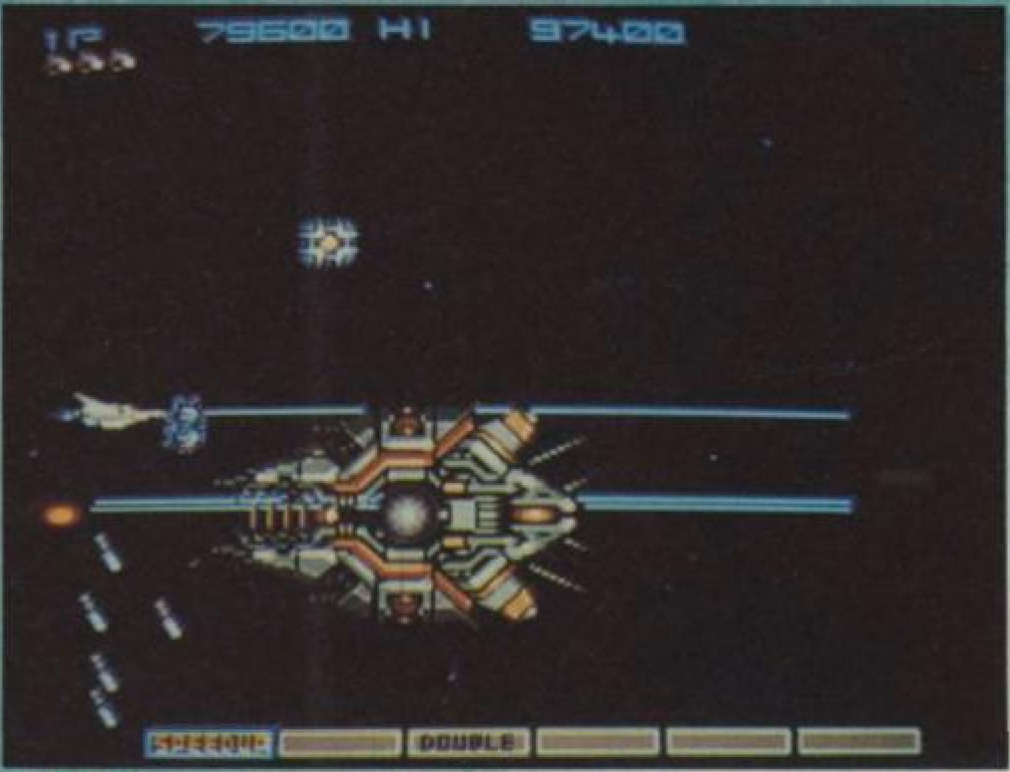
This symbol is C+VG's way of telling you a game is the BUSINESS!

"Who writes your reviews?" That's a question our readers often ask. Name the guilty ones, they demand. So that's what we're doing. Satisfied now?

TIM METCALFE: C+VG's veteran editor enjoys shoot 'em ups, arcade adventures and basket weaving.
PAUL "Man at C&A" BOUGHTON: Slick sports simulations are Paul's thing because he can wear his smooth tracksuits at the same time.
LESLY WALKER: Sorcery was still is Lesly's favourite. Will anything ever match up to?
LEE BRAITHWAITE: Star of Radio Lancashire and ace reviewer, Lee will tackly any type of game. What a man!
CHRIS "Dodgy" CAIN: The man who owns an Amiga — but still plays C64 games for fun!
HAKAN AKBUS: C+VG's Atari addict knows a dodgy game when he sees one . . .
NICKY TREVITT: The enigmatic Nicky is our reclusive BBC expert.
DAVID BISHOP: Our man with an Amstrad and a wicked way with words.

10th FRAME





Nemesis

▶ MACHINES: SPECTRUM/AMSTRAD/C64/MSX
▶ SUPPLIER: KONAMI
▶ PRICES: £7.95 (Spec) £8.95 (Ams/C64)
▶ REVIEWER: TIM

It's here! The Number One Arcade Game of 1986 is now on YOUR home computer. Konami have released this coin-op classic on their own label — and it's a real blast.

It may not be as fast as its arcade cousin but it's just as playable.

If you've not seen the arcade game — where have you been hiding? — you won't know that it's a sort of super-*Defender*.

Lots of action, combined with total addictiveness make the computer version of *Nemesis* a must for true gamesters.

Seven levels of increasingly difficult zapping with some truly spectacular nasties await you.

You begin the game in the sedate surroundings of deep space. Suddenly some swirling blue gizmos come at you in waves. Destroy an entire wave and a pod appears which contains an extra device essential to success. And that's just the beginning of a whole new adventure.

Collect a pod and one of the six icons or boxes light up. The boxes are Speed-up, Missiles, Double, Laser, Multiple and the mysterious '?'. Speed-up is obvious, it enables you to duck and weave faster than normal.

- ▶ MACHINE: CBM 64/SPECTRUM/AMSTRAD
- ▶ SUPPLIER: US GOLD
- ▶ PRICE: £8.99 (SPECTRUM) £9.99 (CBM 64, AMSTRAD)
- ▶ VERSION TESTED: CBM 64
- ▶ REVIEWER: BRIAN WEBBER

Roger and Bruce Carver are already famous for their golf simulation on the CBM 64, which is starting to become the standard of sport simulations on the computers. This game has been based on the characteristic values of *Leaderboard*. The way you bowl the ball is very similar to the way you hit the ball in leaderboard.

The man involved in **10th Frame** also looks similiar to the golfer. The animation for the run-up to bowl the ball is off the highest quality. The movement of the ball moving down the bowling alley can be a bit jerky, but this does not spoil the enjoyment of the game. The skittles may look a bit small but are adequate for the game. To help you decide on where to bowl the ball, there is a view from above, above the bowling alley. This can help you get some of the almost impossible shots.

To bowl the ball you have to position the man from where the run-up starts, then on the bowling line you want to take. After all this has been done you have to decide on the speed and hook of the ball in the same way you do in *Leaderboard*.

Now I hear you asking "How many players can use *10th Frame* at any one time?" Well if you select the Open bowling option then you can have up to eight players involved. After you have chosen you get the chance to select the skill levles, kids, Amateur and Professional. Then you are given the choice of one to five games.

If you chose the League bowling option you have to enter the names of two different teams, with up to four players in each team. This section also allows for any skill level and the choice of up to three games.

Each man wears a different colour so you can tell who go it is without looking at the names. At the end of a round a scoreboard is dispalyed in *Leaderboard* fashion so you can see who is leading the competition.

If you fancy having a sneak practice game to improve your skill then the practice option will come in handy. At the end of each game you are given the option to dump the scoreboard to a printer, so that you can keep a record of any high scores you get. This game has to be the best thing to come out of America since *Leaderboard* was released. If you have got the right computer then rush out and get a copy of it quick, but do not pester your local software shop too much for it.

▶ GRAPHICS	9
▶ SOUND	9
▶ VALUE	10
▶ PLAYABILITY	9

Missile equips you with a ground to air projectile which knocks out ground emplacements. Double gives you another gun which fires at 45 degress — useful for KO ing nasties at the top of the screen. Laser wipes out everything in your line of fire — although you can't have it as well as Double and Missile,) it's either one or the other I'm afraid. Most of the time it's better to make use of Double and Missile-Laser is useful when you're knocking out end of level motherships. The '?' gives you a random device — some pods act as 'Smash' bombs zapping everything in sight!

All the elements of the arcade version are here, the deadly Easter Island statues, skeleton dinosaurs, swirling amoeba things, and of course, the horrible brain waiting right at the very end.

Pick up enough of the pods and build up a big arsenal of weapons you can get a whole lot of stuff happening on screen — and nothing slows down. Amazin'.

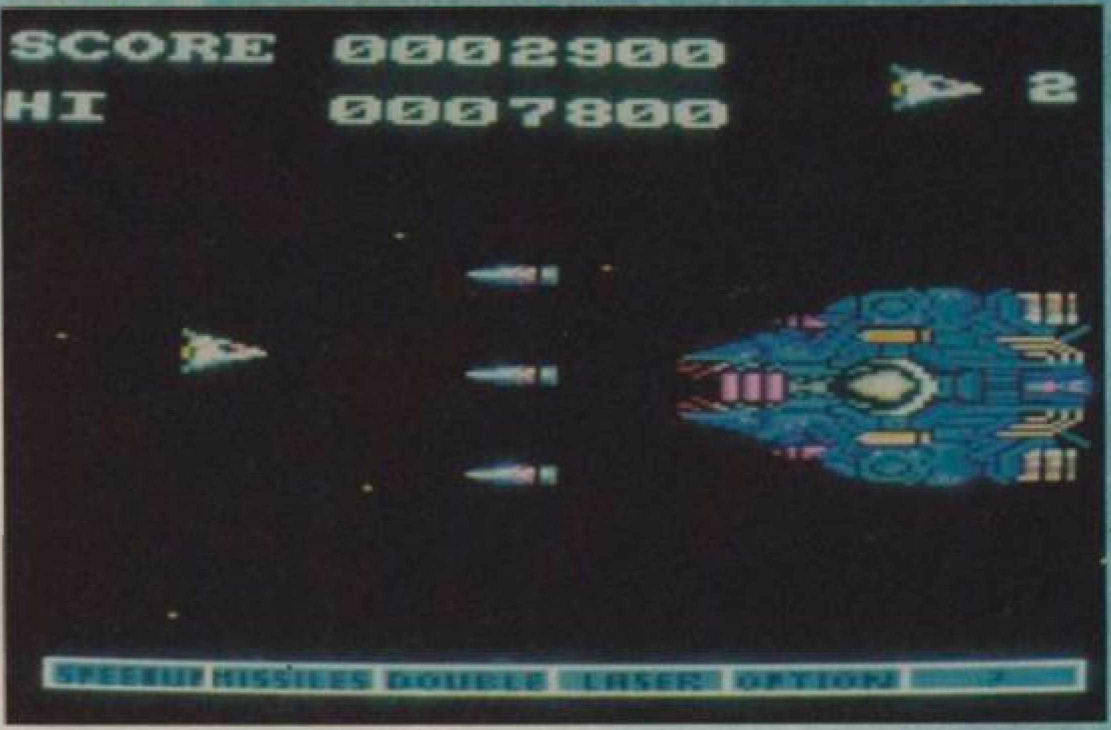
Graphics are colourful and sound effects pretty good. The theme tune could be a bit punchier however.

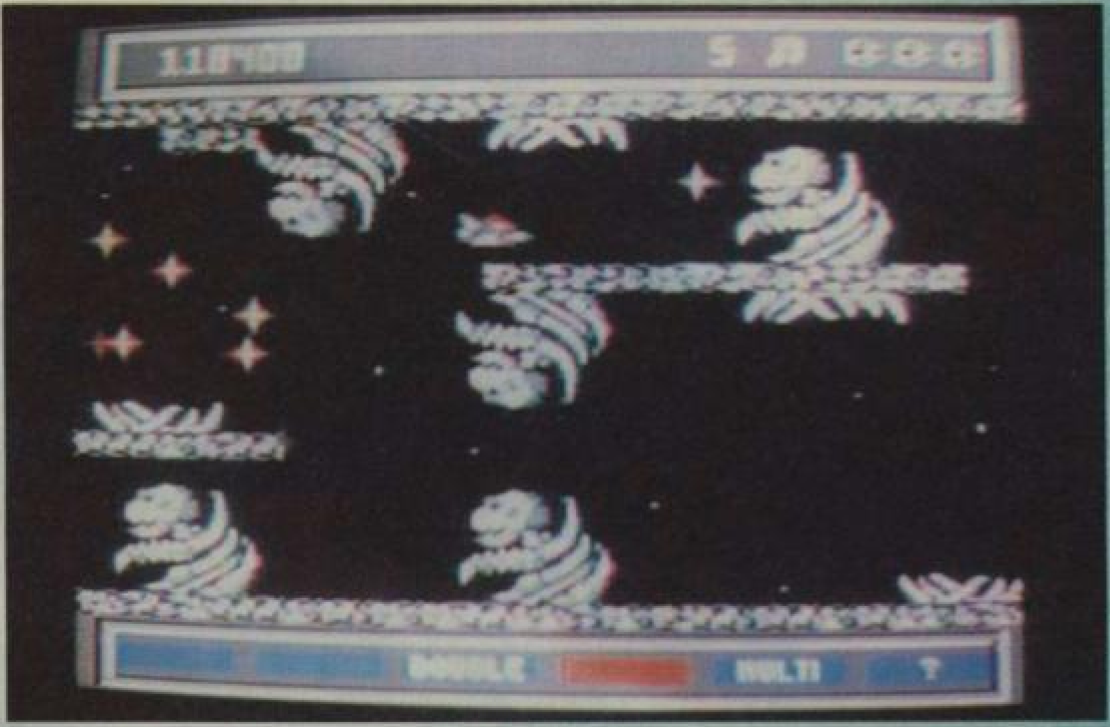
Playability — well MSX and C64 owners couldn't really ask for much more. The Amstrad demo version I saw looked a bit slower and amazingly colourful. Spectrum versions weren't available at the time C+VG went to press.

The game scrolls along smoothly — the computer determines the speed but you can zap backwards and forwards at will shooting, dodging and weaving. Neat stuff!

Not much more can be said about this coin-op conversion, except that it's FUN with a big F.

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	9
▶ PLAYABILITY	9





RANARAMA

- MACHINES: SPECTRUM/ AMSTRAD/CBM 64
- SUPPLIER: HEWSON
- PRICE: £7.95 (SPECTRUM)/£8.95 (AMSTRAD/ CBM CASSETTE)/ £12.95 (CBM DISK)/ £14.95 (AMSTRAD DISK).
- VERSION TESTED: SPECTRUM
- REVIEWER: PAUL

Ranarama sees Steve Turner's return to his unique world of magic, spells, runes, potions — and frogs!

The *Dragontorc* man serves up more of the same but in a far more accessible form. The problems are still there to be solved but in *RanaRama* they don't bring the game to a halt while you spend a frustrating few hours trying to solve them.

You control Mervyn, a Sorceror's apprentice, who has inadvertantly turned himself into a frog while trying to brew a portion to make him, tall, muscular and handsome. Some mistake, eh?

But it has allowed him to escape capture during an invasion by evil warlocks.

The aim of the game is for Mervyn to tackle 12 wizards found on each level of the game. guarded by evil troops scattered around the many rooms. There are eight levels in all. The rooms are viewed from above — *Gauntlet*-style — but they only become illuminated when you enter them. On average you get around five rooms to a screen.

Succeed in capturing a wizard and you enter a sub-game which allows you to build up your magical spells. Basically this is sorting out the jumbled up words of *RanaRama* against the clock. It simple but you always find yourself panicking. Unscramble the jumble and you are rewarded with extra strengths.

The missiles, power and shields you gain are all graded to match the nasties on different levels.

Some of the game features are: Magic Bolts: Eight kinds of bolts of increasing power. Lesser bolts will not kill powerful meanies.

Secret Doors: Not all are obvious. Watch for the enemy walking through walls or tunnels and lead nowhere. You can use a Find spell to find them in any room.

Generators: Various objects generate meanies.

Many Minions: The evil wizards and minions move about intelligently on each dungeon level on their own but will not change levels. There are 12 wizards on each level to find and destroy.

Magical Transfer Points: On the floor can be found magical signs. These can be used ot transfer to other levels.

Power Points: You can use these to attack all meanines within the room.

Magical Spell Points: You can cast spells to increase your power on these points.

Clairvoyance Points: These can be used to obtain a map of the current level. Only the places you have been are revealed.

Meanies can be killed by colliding with them but you lose energy in the process.

Energy levels can be loose by collecting spinning energy crystals or by firing up another power spell. When your energy drops low the frog sparks and flashes.

On the floor fo all the rooms are various "glyphs" which are activated by stepping on them and pressing the fire button.

GLYPH OF SEEING: All rooms explores so far will be shown on a map.

If you have the SEE spell warlocks will be shown in red.

GLYPH OF SORCERY: Shows your spell status, rune list and allows you to scroll through available spells.

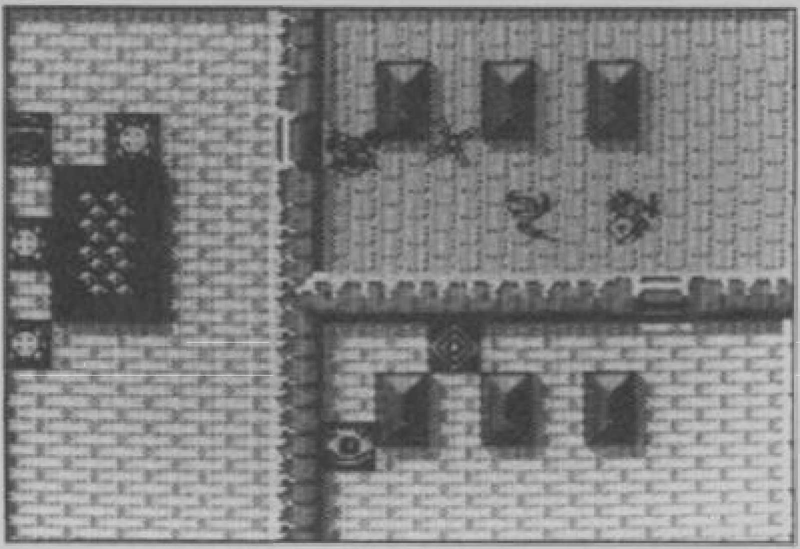
GLYPH OF POWER: Will disappear when used.

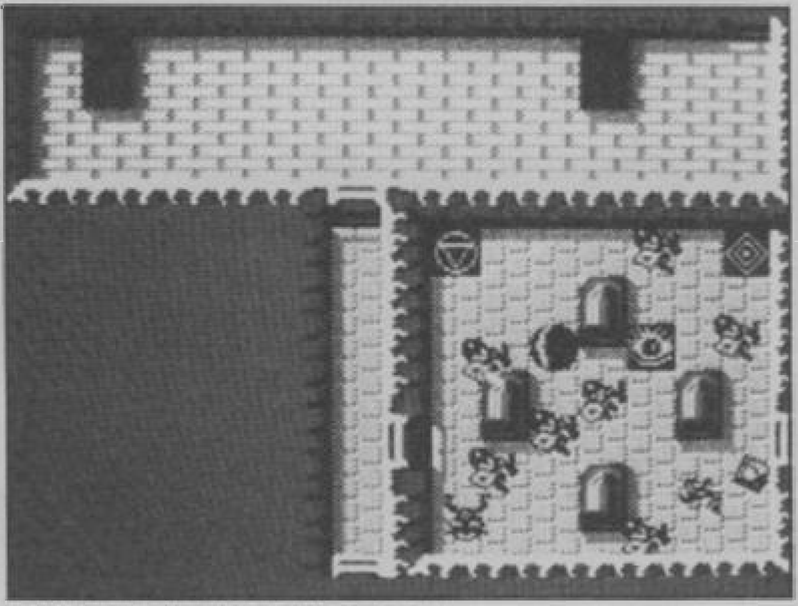
It activates a random attack spell which is often deadly to all in the room except yourself.

WAY GLYPH: Will transport you up or down a ley to a different level.

In Ranarama you have a short shoot'm up plus lots, lots more.

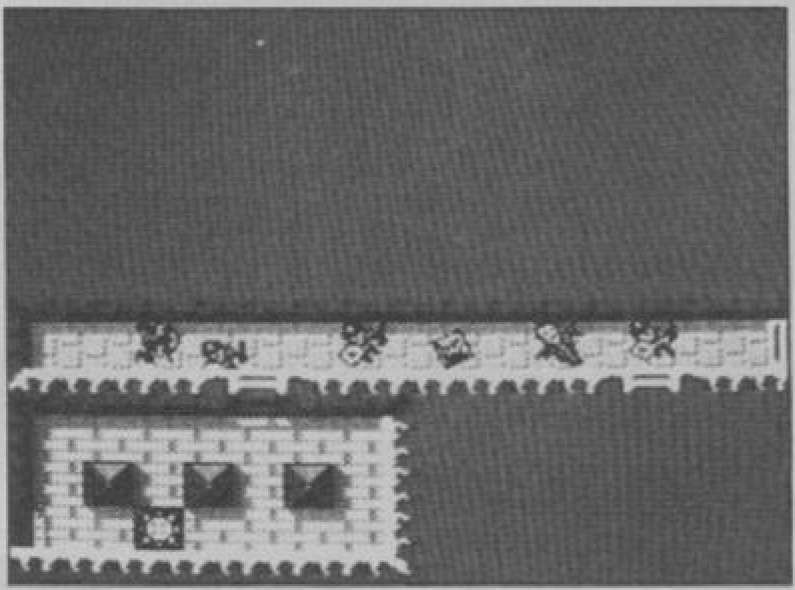
Great fun, thoroughly absorbing game play and very addictive. Turner triumphs again.





▲ *It's tough being a frog in this company!*

▼ *Corridors of power make RanaRama a winner*



GRAPHICS	8
SOUND	8
VALUE	9
PLAYABILITY	10

C+VG HIT!

ACORNSOFT X

- MACHINES: BBC MICRO, MASTER, ELECTRON
- SUPPLIER: ACORNSOFT
- PRICE: £11.95 (disk), £9.95 (tape)
- VERSION TESTED: BBC MICRO
- REVIEWER: NICKY

For anyone who missed them first time around, these Acornsoft gems are NOT to be missed. On one disk you get *Magic Mushrooms, Maze, Planetoid* and *Rocket Raid* in a superb value-for-money arcade action package.

In *Magic Mushrooms* you send Murphy leaping, bouncing and sliding around nine screens, collecting mushrooms and dodging monsters. You can also design your own games. Good graphics, some borrowed from *Monsters.*

Maze is a fast-moving, real-time action game with realistic 3D graphics in which you explore the mazes which make up the security system of a rival company. One of the best of its type.

Planetoid is an excellent copy of an actual arcade game with brilliant graphics, animation, sound and colour. It's classic shoot-'em-up action in which you fight off an alien invasion.

Like *Planetoid, Rocket Raid* is a copy of an actual arcade game. Here you are flying low in the final approach to your target — the Martians' supply base, protected by anti-rocket missiles and a host of other hazards. Again, good graphics, animation and colour.

In the second of the two Acornsoft compilations launched in collaboration with Superior, and like volume one it's worth every penny.

In this volume you get four classics, *Starship Command, Arcadians, Labyrinth* and *Meteors,* early trail-blazers which have been much imitated but rarely bettered.

Starship Command is an exciting punch-up against attacking alien ships which is best played with a joystick.

Arcadians is a good version of an actual arcade machine in which you have to defend yourself against the lethal dive-bombing tactics of a convoy of aliens. The graphics are slick, and the game can be played by one or two players.

In *Meteors,* you must glide your laser-ship through a deluge of meteors, not to mention missiles from unfriendly flying saucers.

It's another copy of an arcade machine with fast, smooth graphics and good sound.

Meteors and *Arcadians,* together with *Planetoid* and *Rocket Raid* from volume one, form the pillar of the BBC's reputation for arcade games.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	10
▶ PLAYABILITY	9

SCALEXTRIC

- MACHINE: SPECTRUM
- SUPPLIER: LEISURE GENIUS
- PRICE: £9.95
- REVIEWER: TIM

Another game we've all been waiting ages for. The Spectrum version of the legendary slot car racing game. There was a time whn everyone who was anyone had their front room full of bits of track, cars and trailing wires.

Now you can forget all the mess and bent bits of track and play the whole thing on your trusty Speccy.

Not quite the same as the real thing — but at least you can build your own tracks, complete with chicanes and skid patches.

After you've built a track or simply chosen one of the 17 famous Formula One tracks included ready made on the tape. Building the track is done by using a simple object menu — and the program even finishes off your track for you if you've got everything in the right place. Very user friendly.

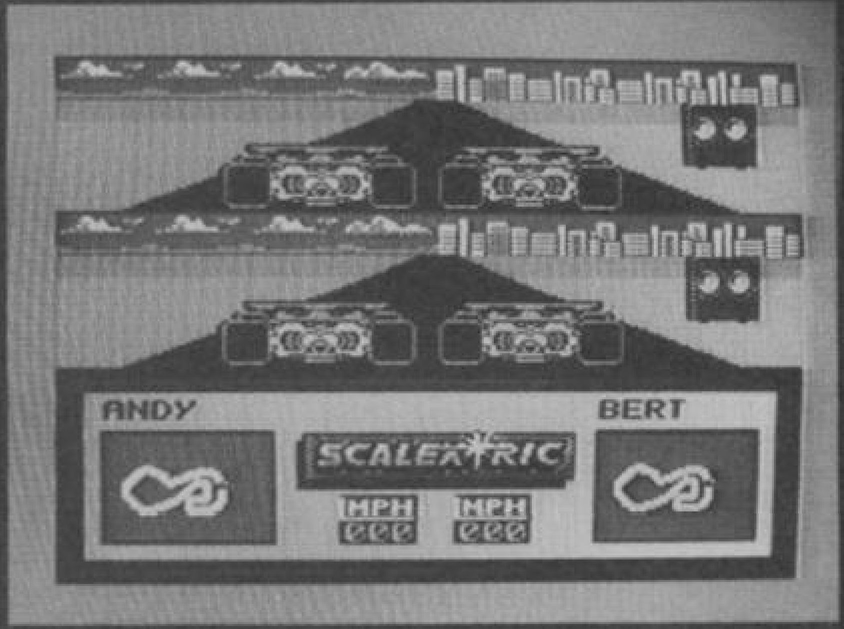
The actual race screen is split into two — as in *Pitstop II.* In fact this game is the closest you'll get to *Pitstop* on the Spectrum.

The race sequence looks OK but it's a bit slow and it seems pretty easy to beat the computer controlled car. The growling engine sound efects get a bit monotonous as well.

It's fun attempting to beat lap records — and controlling the car is tricky at higher speeds. There's simulated G-force when you corner, and yes, you can skid off the track if you go too wild!

Not a bad game but not a instant hit either. My guess is that if you are a slot car racing fan you'll have more fun with the real thing. But if you're after a well put together race game for your Spectrum than at least have a look at this offering.

▶ GRAPHICS	7
▶ SOUND	6
▶ VALUE	7
▶ PLAYABILITY	7



NINJA

- MACHINE: SPECTRUM/AMSTRAD/64
- SUPPLIER: MASTERTRONIC
- PRICE: £1.99
- VERSION TESTED: SPECTRUM
- REVIEWER: TIM

If you're a budget Ninja do you only get half the lessons from your guru? Do you find yourself short of spinning death stars at crucial moments? Is your animation a bit dodgy? Not if you're a Mastertronic Ninja you don't.

This is yet another in the long, long line of martial arts games threatening to bore you all silly. But at least *Ninja* isn't boring. You may have seen and played it all before, but it isn't dull.

It's a sort of Kung Fu Master clone. Our hero has to rescue Princess Di who apparently is being held prisoner in the Palace of Pearls. Does Charles know about this? Anyway, our Ninja has to battle heavily armed opponents to win idols dropped by Di.

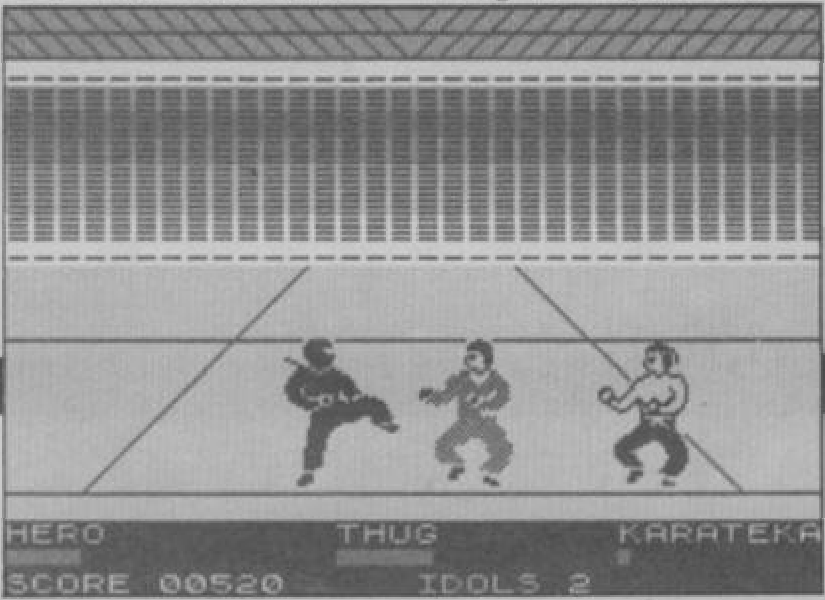
Each screen contains a different challenge — opponents gather in numbers as you progress and they are armed with swords and death stars as well.

Use the seven different movements available to kick, punch and slash your way through the many and varied levels of the palace. Use your weapons carefully and watch your strengh meter at the bottom left hand side of the screen. Early screens are easy with only one opponent to defeat later screens get more difficult.

Graphics on the Spectrum version are pretty basic — the Amstrad version looks more detailed, as you'd expect. Animation isn't bad. Sound likewise.

The game is also mapable with nice captions under each screen to give you an idea where you are in the palace.

Ninja is a basic martial arts bash — nothing new, but if you enjoy this type of game then it's great value at under two quid.



▶ GRAPHICS	6
▶ SOUND	5
▶ VALUE	8
▶ PLAYABILITY	7

C+VG HIT!

THE ·

...THE STATE OF THE MARTIAL ARTS

actual CBM 64 screens

SYSTEM 3

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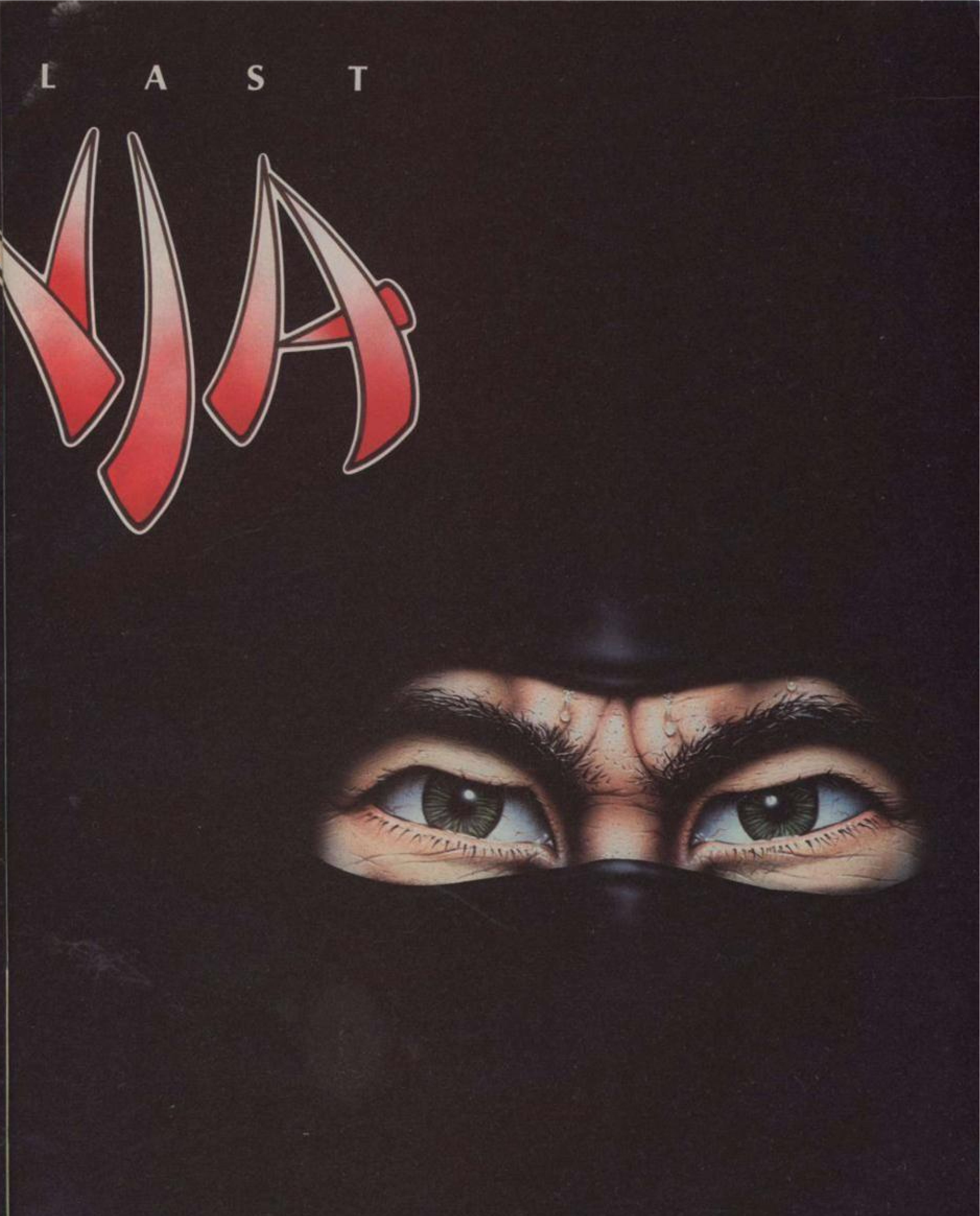

ARI ST on 30th January 1987 ATARI 800 / 130XE available 28th February 1987

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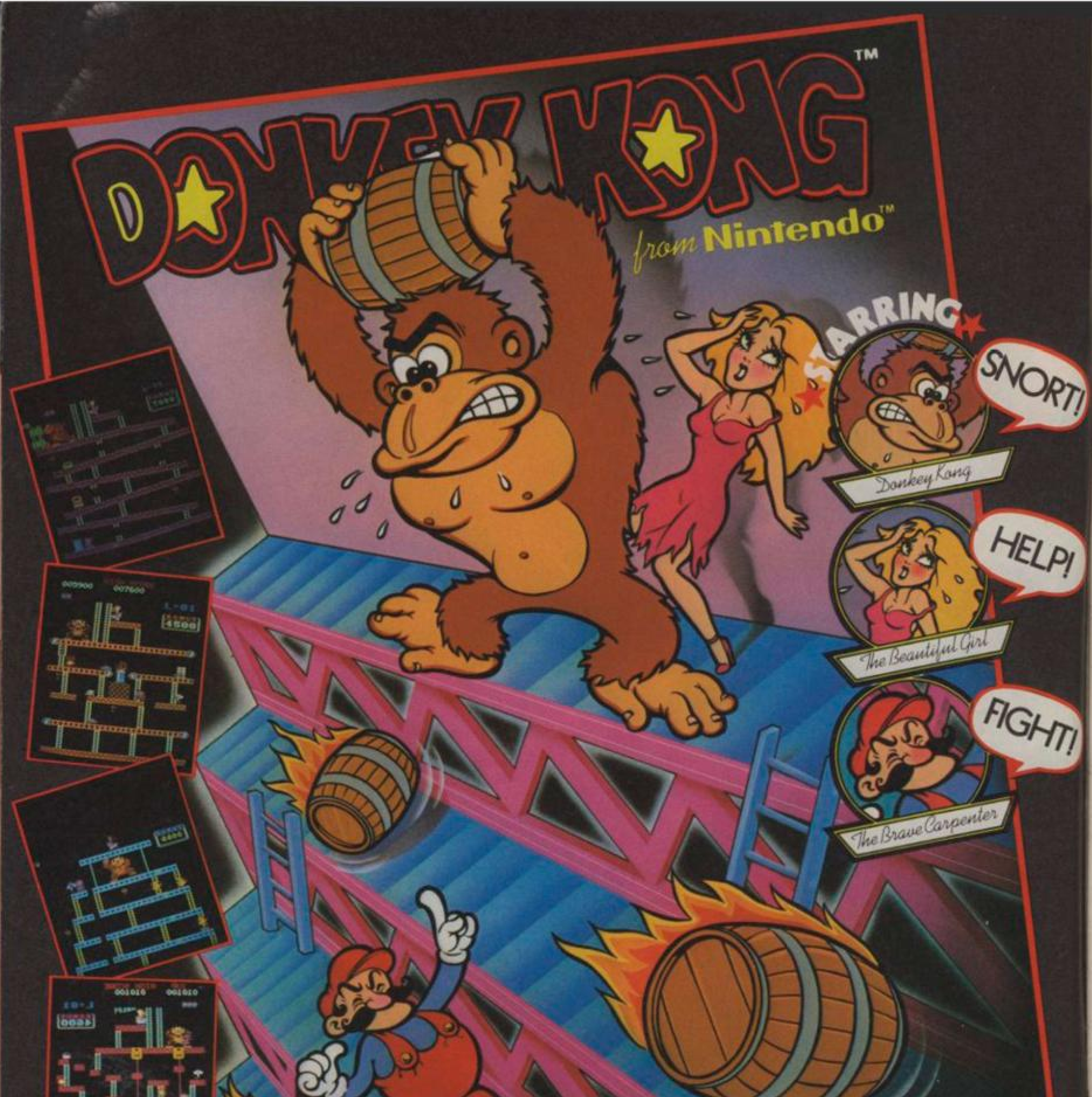
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Cabarga

Classic arcade action with this all time coin-op favourite.

Outwit the giant gorilla and save the girl in this historic rescue. Mario is armed with only his wits and his trusty hammer as he climbs the girders in down town New York. Multiple screens and fast moving action, dodge boards, fireballs and much much more. In the final screen remove the rivets in the structure to finally bring the beast crashing down.

Screen shots taken from various computer formats.

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5

Howard THE DUCK

- MACHINE: C64
- SUPPLIER: ACTIVISION
- PRICE: £9.99/£14.99
- REVIEWER: TIM

This is an example of taking a good subject and turning it into a naff game. *Howard the Duck* ISN'T a kiddies character but the game is definitely aimed at the under eights!

Howard first saw the light of day in an American Marvel comic book in the late 70s. His creator, Steve Gerber, made Howard a cynical and witty commentator on the modern condition. And the comic rapidly picked up cult following in the States and over here.

It was a sort of cartoon *Spitting Image* of its day.

Not really the stuff of computer games — not until George Lucas decided to make a movie based on the far from daffy duck.

The cigar smoking Duck around town has been turned into web-footed wimp. OK, so he does get to practice a bit of Quack-Fu on a few assorted gremlins — but this rapidly becomes as boring as a rainy day in Frinton.

The game comes in several parts — some more playable than others. And some just fillers to make you think you're getting a BIG game.

You get to play these different parts depending on the skill level you decided to attempt. These range from novice to expert — but only on the advanced and expert levels do you get to have a crack at the Dark Overlord and complete the game.

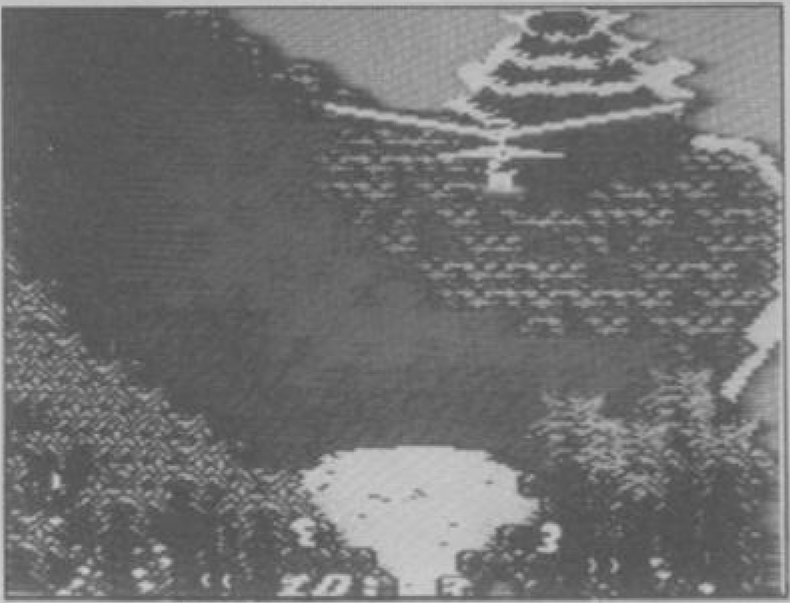
The skill levels also determine the number of mutants which attack our feathered hero during his quest.

The game begins on an island. Howard parachutes in and must discover the all-purpose backpack. Without it he won't anywhere as it contains the equipment he needs to progress through the game.

First Howard needs his solar-powered jet pack to negotiate the many channels of the island. He has to fly over the rock filled rapids. There's trouble on the ground as well in the shape of the Dark Overlord's mutant minions.

He has to practice a bit of Quack-Fu on these little beasts and stamp on the mounds they appear from to keep them off his tail.

The island is a rambling maze of jungle pathways. The undergrowth appears to be inhabited too — lots of evil looking eyes gaze out of the bushes. There are also patches of slime to jump over — and there's a time limit as well. Fail and you get singed as the Dark Overlord's volcano erupts.

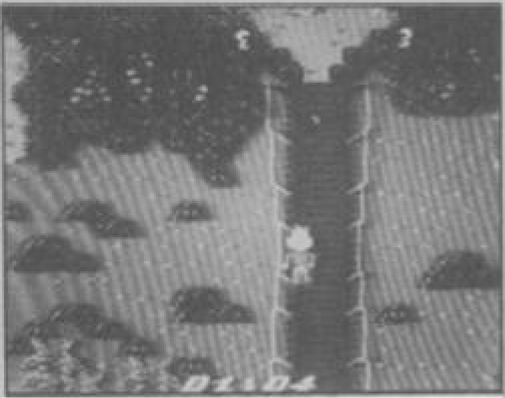


If you manage the island section within the time allowed you have to cross a bridge without getting hit by rocks rolled at you by a mutant. KO this final mutant and you're off on a flight on a micro-lite.

You have to help Howard reach the top of the volcano so he can get on with the next part of his adventure.

Which is? A horizontally scrolling duck and dodge effort.

Get through this part unscathed and you get to have a crack at the Dark Overlord with your handy Neutron Disintegrator. Zap him three times and he'll disappear. Then rush for the volcano switch and shut the thing down.

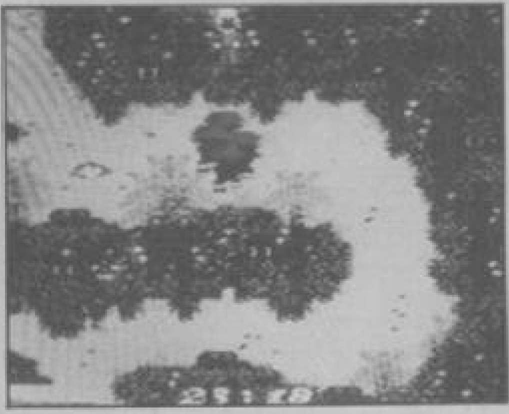


Howard is an uninspiring offering from Activision which doesn't do the character justice. An Infocom adventure with Howard as the star would be a different subject. . .

The game looks pretty, but the different sections take ages to load and the island sequence gets horribly tedious after the first few attempts. And you always have to start off from this part even on the higher skill levels. BORING! No tunes either.

A game for younger gamesters is the most polite way to describe this offering. If you are an addict or even a Howard fan — don't bother with the first turkey of the New Year.

▶ GRAPHICS	8
▶ SOUND	6
▶ VALUE	5
▶ PLAYABILITY	5



Super CYCLE

- MACHINE: SPECTRUM
- SUPPLIER: U.S GOLD
- PRICE: £7.95
- REVIEWER: TIM

Vrooom! If *TT Racer* was too complicated for you or if *Speed King* was too wimpish for you, just check out the Speccy conversion of *Super Cycle* It's brill!

It's the home micro version of the arcade smash *Hang On*! Wheel to wheel bike racing against the clock on a variety of demanding tracks.

The screen shows your bike and the smoothly scrolling track. Beneath the main paly window are your instruments — speedometer, rev-counter, points scored, elapsed time and which gear you are in.

Each track has a time limit. Beat it and you get a bonus score based on the number of seconds left. As you progress through the tracks obstacles like puddles, ice pools, road works and bumps begin to appear. The further you go the more obstacles you have to negotiate.

Riding the bike is fairly easy — but watch those gear changes it's crucial to get them right. Get up to 8,000 revs before you hit the fire button to change gear.

There are three skill levels — the first is a bit of a doddle frankly, treat it as a training mode, especially if you've played the C64 version.

Talking of that 64 version you'll find the Speccy a bit slower — but this doesn't make the game any less playable.

Background graphics change so you get the impression you're racing across the desert or over water on an elevated track. Race through storms or frozen wastes.

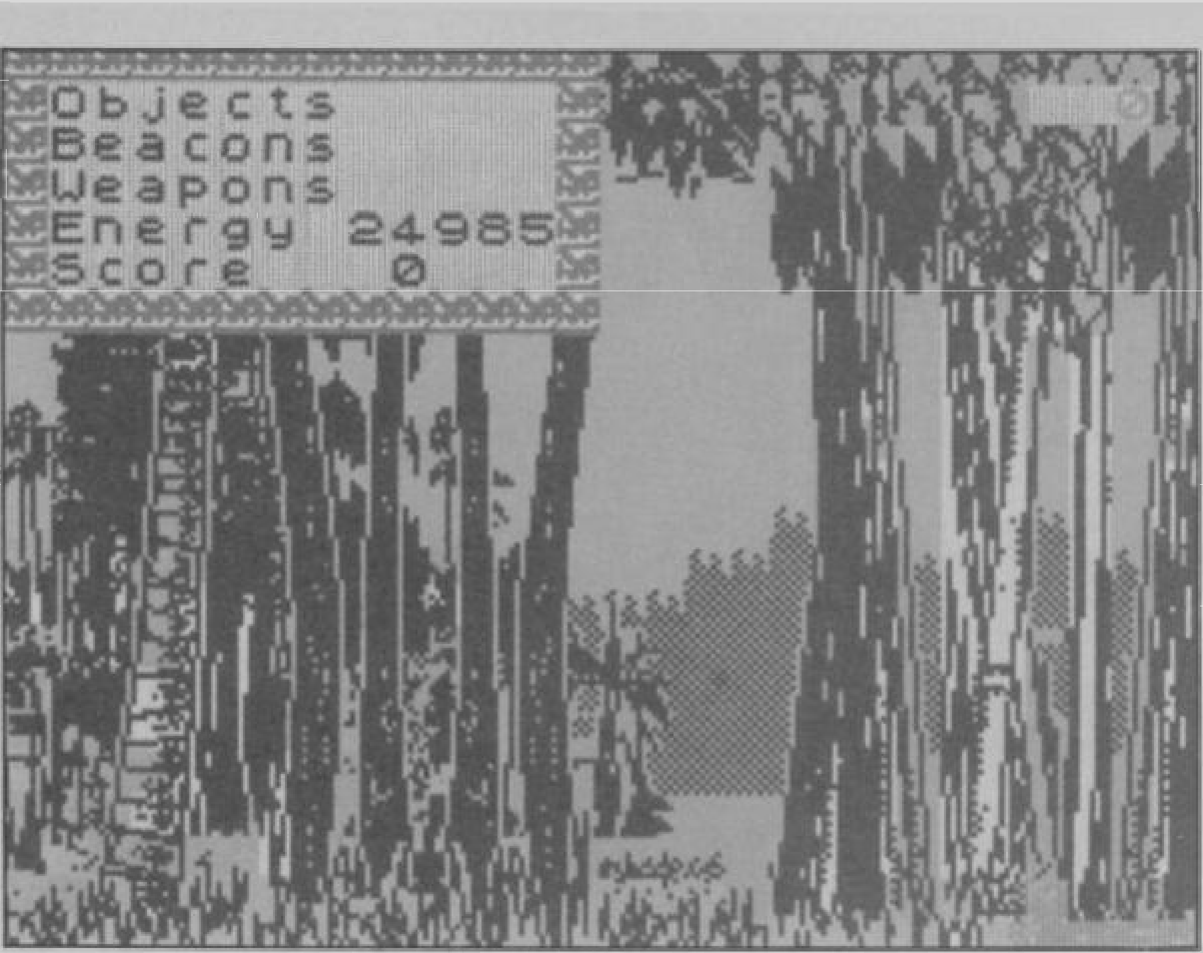
Unlike the Commodore version the Spectrum games loads up in one go — but you don't get the option to change the colour of your rider or his bike.

Super Cycle is an excellent conversion. If you like race games you won't find better than this on the Spectrum.

C+VG HIT!

▶ GRAPHICS	7
▶ SOUND	7
▶ VALUE	9
▶ PLAYABILITY	9

6



```
Objects
Beacons
Weapons
Energy 24985
Score       0
```

Explorer

- MACHINE: AMSTRAD CPC464/664/6128/SPECTRUM
- SUPPLIER: ELECTRIC DREAMS
- PRICE: £14.99 (disk)
- VERSION TESTED: AMSTRAD DISK
- REVIEWER: DAVID

I am always sceptical of any game whose inlay card promises zillions of different screens because, in most cases this "technical innovation" is either camouflage or the reason for a very thin game.

Fortunately there have been games of this ilk that have actually delivered the goods — notably the *Doomdark* series from Beyond.

Unfortunately *Explorer* is not one of those happy exceptions to the rule.

Stranded 30-billion light years from the nearest service station, your inertial stablizers have inconveniently cut out. The only thing to do is crash land on the Emerald planet below you.

Just prior to impact, your ships sensors told you that the planet consisted of 40 billion mappable locations.

That's the good news. The bad news is that the impact of the crash has scattered fragments of your ship into nine of them. You must find all nine bits of your ship before escaping the Emerald planet.

To help you in your quest you have various bits of equipment at your disposal, including a jet pack, nine radio beacons, nine anit-grav drones for sending any spacecraft bits you have found to the nearest beacon, object sonar, radio direction finder, a compass, and a laser pulse gun which is used to kill off any robotic bugs you may find — a tedious addition to the game.

Radio beacons can be dropped anywhere and then used whenever you want to get your bearings by using triangulation.

The jet pack allows you to hover 1,000 or 2,000 feet above the planets surface in order to survey the surrounding terrain. You can also move in any direction with the jet pack. This is a much faster way to travel than treking over the planets surface.

An even faster way of getting about is found inside strange red and yellow checked structures that seem to act as some kind of transporter points.

Once you have entered one you will be asked where you want to go. You can enter anything from London to Metcalfesuille — every place exists on the Emerald planet, but every time you enter a transporter point and type in the same place thats where you'll be taken — so at least its consistent.

All the locations are shown as full screen graphics built up from a number of graphical primitives giving an effective atmospheric feel to the proceedings. Such features as palm trees, running water, temples, and other dwellings are visible, but very little of the surface feature can be interacted with.

As you alter your compass heading so your view flicks round to reflect the new direction in which you're heading.

The trouble is that, after a while, each new location looks the same as the last one.

Explorer is a brave attempt at creating something a little different on computer, but it turns out to be little more than a triangulation exercise with graphics bolted on to obscure the fact that it's a tediously boring exercise at that! If you want to get your bearings — steer clear of this one.

► GRAPHICS:	6
► SOUND:	n/a
► VALUE:	2
► PLAYABLITY:	2

HowzaT

- MACHINE: SPECTRUM
- SUPPLIER: ALTERNATIVE SOFTWARE
- PRICE: £1.99
- REVIEWER: TIM

If you were inspired by England's victory against Australia in the Ashes series over Christmas, then here's the game for you — it's a horribly addictive cheapo from a new budget label, Alternative Software.

It's an accurate representation of our national summer game and all for under £2. OK, so the graphics aren't up to much — the display of the field is inhabited by little pin men — but the strategy element is there in full as is the little random bits of luck or misfortune which happen in all real cricket matches.

You can choose to play a one or two player game, select any one of the 17 county squads or seven test teams, enter your own special team, play test matches, one day matches, league matches — you name it!

You can call up a detailed scoreboard, detailed analysis of batting, bowling statistics, and print out of the scoreboard or scorecard at any time on your trusty Speccy printer. Random extras, like byes, wides etc.are included.

When batting you can choose to run or stay at the crease — and yes, you can get run out if you're not careful. If you decide to field you can place your men, select bowlers etc. Just like the real thing.

Each player has a skill rating which you can alter at will.

Howzat! isn't a spectacular game — just very good value for money. It's more a strategy game than an out and out arcade thrash — but if you're into cricket then you won't want to miss this neat budget release.

► GRAPHICS	5
► SOUND	5
► VALUE	8
► PLAYABLITY	8

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SUPER SOCCER

- **MACHINE: SPECTRUM 48/128**
- **SUPPLIER: IMAGINE**
- **PRICE: £7.95**
- **REVIEWER: TIM**

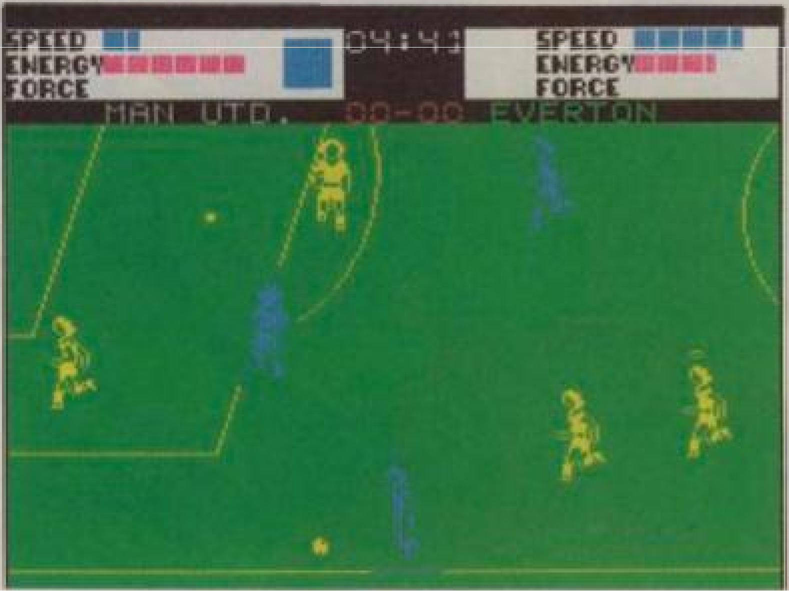
Da-da — dada — da da da — dum-de — dum dum dum. Hello, and welcome to the Priory Court ground for the first round in the C+VG Challenge Cup. The two teams, captained by Paul "Do I have to wear these shorts" Boughton and Tim "I played in a charity match once" Metcalfe, are just kicking off the first game in this prestigious challenge series which will determine who'll get the sandwiches for lunch. . .

Yup, here's yet another soccer game to delight indoor football fans. It's a sort of enhanced Match Day — complete with bigger players, more complex control options and improved, more accurate, playability. Plus options galore.

Up to eight players can take part in the tournament game, and there are single game and practice options to choose from. You can select the colour of the border, pitch and team strip at will, define your own team names, and set the time for each game.

The practice mode allows you to try out the controls. Which is useful as the joystick combinations are pretty tricky.

When taking free kicks and corners a plan view of the pitch comes up on screen and you have thirty seconds to place



You can perform all sorts of stunts — like 90 and 45 degree turns, chip shots, lobs and driving shots at goal. your team in strategic positions. Use the joystick or keyboard to position your man for throw-ins.

The key to success is learning how to pass the ball among your team and getting used to the complex controls which allow you to duck and dive around the pitch at will.

The players are nicely animated — although they all look a bit like Charlie George, complete with flowing hair. Game action isn't that fast — but once you get into the game it doesn't seem to matter that much. Wrestling with the controls will make you glad of the relative slowness of the game.

The keeper is a bit limited in his actions in goal kick situations — but otherwise can behave like a normal player and can head shots away from goal if the ball is in the air.

If you decide to play a tournament — against the computer or other live players then the computer will make the draw for you and display a scorechart after each game. Any combination of computer controlled/player teams can take part in the tournament.

Super Soccer is probably the closest you'll get to the real thing in terms of player controls — the only thing that's missing from the pitch is the ref and linesmen!

If you're looking for an accurate and playable computer soccer game then you won't find better for the Spectrum than *Super Soccer*.

All that and really neat sliding tackles which help you win back the ball in tight situations. But you can foul the opposition — so beware of giving away too many free kicks and penalties when you begin to play.

And watch the energy level of the player you are controlling — switching to a new player could give you a bit more speed in certain situations.

The player under your control is indicated by a little halo affair — but it's up to you whether your player is a saint or a sinner.

You can switch between your players by simply hitting the fire-button — otherwise the nearest member of your team to the ball will be the "active" player.

If you commit a foul your player notches up penalty points — and yes, if you exceed the bounds of sportsmanship you'll get shown the red card and sent off for an early bath.

▶ **GRAPHICS**	7
▶ **SOUND**	3
▶ **VALUE**	8
▶ **PLAYABILITY**	8

- **MACHINE: C64**
- **SUPPLIER: NEXUS**
- **PRICE: £9.95 (TAPE) £14.95 (DISC)**
- **REVIEWER: TIM**

Nexus kick off the New Year with this excellent American Football simulation. Now you can re-live the excitment of the Superbowl by pitting the top teams from the last 20 years against each other.

You can chose to mastermind the 1966 Superbowl champs Kansas City or the 1984 winners San Fransisco. Or any number of top teams from the intervening years.

Now, it has been said, that although *Super Sunday* includes an animated sequence this is an out and out strategy game. And you have to be up on the rules, regulations and jargon to get the most out of *Super Sunday*.

But as everyone is an American Football fan these days that shouldn't be a problem. And there's no doubt that *Super Sunday* is the best simulation of the increasingly popular sport so far.

The game is totally keyboard controlled — you select offence and defensive plays from a comprehensive options menu. However if you are playing against a friend you can use the joystick to control the defence options to prevent overcrowding at the keyboard.

Once loaded the game asks you if you want to play a one or two player game or simply put the thing on auto — which is like a glorified demo mode except the computer calls on all the back-up knowledge the software contains on statististics (skill levels) for the teams playing.

If you decide to play a friend or the computer you find yourself either attacking or defending — and are presented with numerous play options.

This is where your knowledge of the game comes in. If you're not familiar with all the terms used in the game you could find yourself baffled by it all. After all, Sweep Top, Tackle Bottom, Punt etc aren't words in regular everyday use. Are they? The instructions do help — they are pretty comprehensive and explain things in detail.

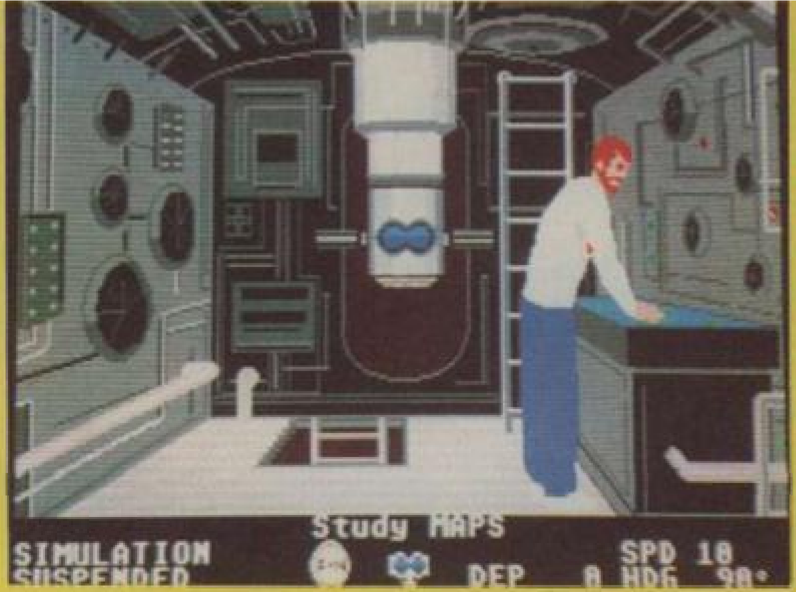
Once you've keyed in the actions you've decided on the scene switches to a view of the field complete with animated players raring to put your play into action.

The result of your strategy can be spectacular run for a touchdown, a simple couple of yards gained or a horrible fumble. Just like the real thing.

The graphics aren't spectacular and the sound is minimal — but if you're an American Football fan then you'll find *Super Sunday* totally addictive.

Super Sunday is the best US Football simulation around — go for a touch-down with it on your 64 today!

▶ **GRAPHICS**	7
▶ **SOUND**	5
▶ **VALUE**	8
▶ **PLAYABILITY**	9



SILENT SERVICE

- **MACHINES: ATARI ST**
- **SUPPLIER: MICROPROSE**
- **PRICE £24.95**
- **REVIEW: DAVID**

It is an interesting observation that a number of prominent software companies owe their success to finding what they are good at and then sticking to it.

A perfect example of this is Infocom who only met with financial difficulties when they tried, unsuccessfully, to diversify into the business software market. Another company that has stuck to its guns in more ways than one is Microprose, founded by ex-pilot Bill Stealey. Stealey, who quickly surrounded himself with others who shared his passion for flying, gradually built Microprose into the State's leading producer of home micro simulations with such titles as *F-15 Strike Eagle* and *Gunship*.

The company's success lay in the authenticity of their simulations that came equally from the enthusiasm of the programmers and the exhaustive research that went in to each project.

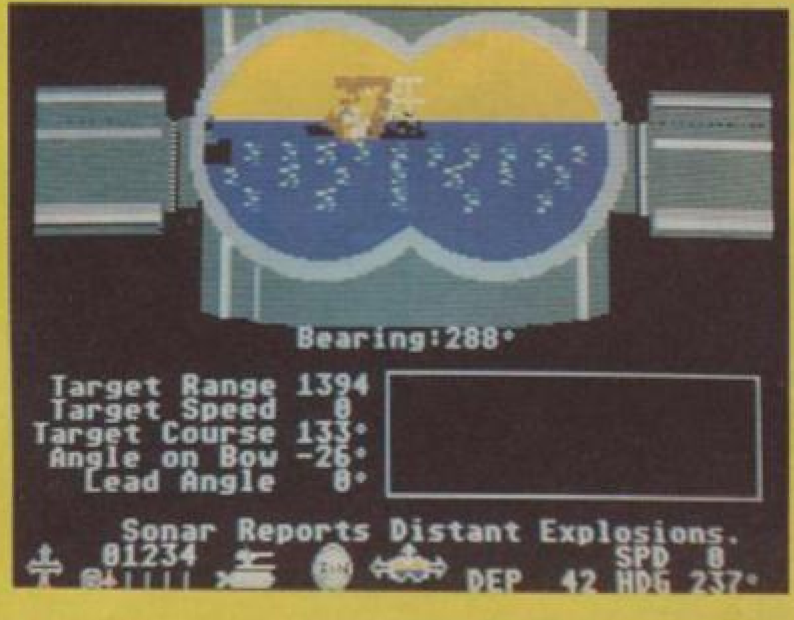
It wasn't long before these qualities were applied to other forms of simulation resulting in *Decision in the Desert*, the excelelnt *Kennedy Approach* and, more recently, *Silent Service*.

Silent Service puts you in charge of the American World War II submarine on patrol in the Pacific. The primary function of the American Secret Service in WW II was to confront the Japanese navy in their own waters and to neutralise the Japanese Merchant fleet. As a submarine commander you will be evaluated based on the numbei and types of ship you sink.

The battle stations are the periscope, bridge, instruments and gauges, maps and charts, and damage reports. Each is a separate well designed screen with real-time animation where necessary. At the bottom of most battle station screens there are also a number of icons giving you control over rudders, depth, periscope up/down and rotate, throttle, and time scale which lets you speed up the action to a maximum of 32 times normal real-time.

A well illustrated and comprehensive manual, containing much historical and background data, completes this professionally designed simulation which captures the tension and claustrophobia that must have been experienced by submarine officers during the war.

► GRAPHICS	8
► SOUND	8
► VALUE	8
► PLAYABILITY	9



Bearing:288°

Target Range 1394
Target Speed 0
Target Course 133°
Angle on Bow -26°
Lead Angle 0°

Sonar Reports Distant Explosions.

STRIKE FORCE HARRIER

- **MACHINES: ATARI ST**
- **SUPPLIER: MIRRORSOFT**
- **PRICE £19.95**
- **REVIEW: DAVID**

One of the best combat flight simulators to appear on eight bit machines was Mirrorsoft's *Strike Force Harrier* which combined the accuracy and realism of a pure flight simulator with the excitement of a first person comabt game without sacrificing the intergrity of the flying routines.

After a lot of hard work *SFH* has finally taken off for the ST — and very impressive it looks too. Unlike many conversions from eight bit games where little or no effort is made to take advantage of the ST's extra memory and processing power, the programmers of *SFH* have taken the eight bit game to bits (no pun intended) and rebuilt a 16 bit version enhancing and improving over the original wherever possible.

All the graphics for the game were redesigned to take advantage of the ST's low resolution mode, and much of this work was done on Mirrorsoft's own graphics package Art Director (reviewed in last months C+VG). New flying features have also been added, the most impressive of which allows you to to actually fly through mountain ranges — doing 750 knots down a valley at 450 feet with mountain peaks towering either side of you is really quite exhilarating. The result of all these innovations is a fast moving, smooth scrolling game that exudes atmosphere.

Once the program has loaded you can choose between combat, combat practice, or flying practice. You are recommended to select the latter to start with to get the feel of the Harrier's controls. It also gives you the chance to fly around and admire the view.

You can fly combat missions at a pilot, commander, or, if you fancy yourself as a 'Top Gunner', you can try the 'Ace' setting, but be warned Aces will find the enemy MIGs much more of a handful and may suffer from blackouts or even red-outs. The Harrier is also most difficult to control when flying in Ace mode. Another nice feature on the option screen is the demo mode which allows you to 'log' your flight into the demo buffer and play it back time and again until your friends are stick of seeing how good a pilot you are.

You have two discreet tasks in combat mode. One is to liquidate all enemy tanks, and the other is to shoot down any MIG fighters you encounter. By climbing above and diving below the clouds you can alternative between the two at will. When at altitudes of 16,000 feet and agbove you can take special surveillance photos of the ground immediately below thus identifying all ground targets making it far easier to locate and destroy them.

The enemy may fire heat-seeking or rader guided missiles at you, both of which must be dealt with in a different way. Heat seeking missiles can be 'distracted' by the use of flares which fool the missile into thinking you are elsewhere. The chaf (basically just a cloud of silver foil) used to fool rader guided missiles works in much the same way giving them a large and tempting target at which to aim. This is the method used successfully in the Falklands to overcome the dreaded Exocet. Hint; if you use chaf while hovering, don't hang around to see if works!

The area over which all the action takes place has five landing sites that are used for refueling and re-arming. Being a Harrier you can land and take-off vertically which makes life much easier. Apart from the 'down' flight vector used for vertical take offs and hovering, there are two others, horizontal which let you fly the Harrier like a normal jet, and 45 degrees — a kind of mixture of the two.

The engine sound is very realistic although its a while since I flew real Harriers!

Control is by joystick or keyboard although sudden, flap and weapons are always keyboard controlled. Each time you fail a message appears telling you the reason for the premature ending to the game, with such gems as 'your wings were ripped off because you were flying too fast' — beats being stopped by the police!

For those who fancy blowing up tanks and picking off MIG fighters while experiencing a state of the art flight simulator, *Strike Force Harrier* is for you.

► GRAPHICS	8
► SOUND	9
► VALUE	8
► PLAYABILITY	9

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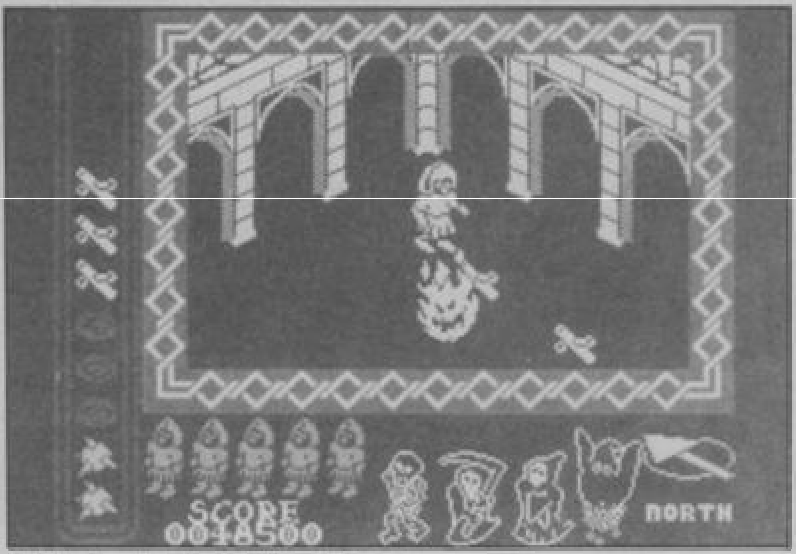


▲ *Unbelievable value for Ultimate fanatics.*

Unbelievable ULTIMATE

- ▶ MACHINE: AMSTRAD
- ▶ SUPPLIER: ULTIMATE/US GOLD
- ▶ PRICE: £9.99
- ▶ VERSION TESTED: AMSTRAD
- ▶ REVIEWER: DAVE

US Gold has bought together three Ultimate classics launched in those heady days when thousands ordered the next Ultimate game long before its release simply because it was *the next Ultimate game.*

Sadly those days are passed but this compilation will give many new Amstrad owners the chance to experience at first hand just what made Ultimate so good.

Alien 8: A starship hurtles towards a pre-ordained destination. Inside a robot, created by a civilisation long since dead, goes about his business as if he had only started his duties yesterday.

The robot, an Alien 8 unit, is still in perfect working order even after the passage of so many centuries.

As the Alien 8 unit, your task is to prepare the ship and its frozen cargo for landing on the new home planet. Once the ship slows down below sub-hyper-warp speed it is open to attack, and sensors report alien intrusions in many parts of the ship causing all life support systems to become damaged. All systems must be repaired before final approach to the planet is made.

The Amstrad conversion of this vintage game is every bit as good as the original Spectrum version, which was launched in the earliest days of the isometric game while many people were still trying to catch their breath after having seen *Knight Lore.*

Considering *Alien 8* was one of the very first isometrics it has aged extremely well and still confronts the new player with many seemingly impossible logic or co-ordination problems as befits this kind of game.

Night Shade: The once peaceful village of Night Shade has been overrun by a terrible disease which has caused all its inhabitants to mutate into a number of different creatures, all hideously evil and foul.

Night Shade is another of Ultimate's isometric games, but is substantially different from Alien in that your character stays in the centre of the screen and the background scrolls as you move around the village (as in *The Great Escape*).

The other feature which made *Night Shade* unique when it was first released, is the way in which the exteriors of the houses disappear when you enter them so that you can see what's going on inside. A line remains on the floor to tell you a wall exists, and a gap in the line shows the exit.

The creatures range from floating fireballs to rabid gargoyles and squidgy yellow things that wriggle along the ground.

Sabre Wulf: this is the forerunner of a thousand arcade adventures. Of the three, this game shows its age the most, but it still represents good entertainment value for first time players.

Set in a tropical rain forest, you look down on our hero as you try to guide him out of the maze of creepers and exotic flowers in which he has become trapped.

Each screen is a rich tapestry of colour and is quickly filled with all manner of animals that are all quite deadly unless you can kill them with your sword first.

Magic orchids grow wild in the jungle and can be eaten to give you extra powers including immunity from animals and the ability to zoom through the jungle at double speed.

Apart from the orchids, there are many other objects that can be picked up and used. Mysterious cubes, sacks of cash, rings, and swords are amongst the things you may find.

Alien 8 and, to a certain extent, *Night Shade* still stand up in today's market — especially at a budget price. *Sabre Wulf* is more interesting for its nostalgia value although it's fun for all that.

So, yet another compilation, and only three games on this one. Nevertheless the package represents good value for money if you're an Ultimate fan, especially one who missed any of these first time round.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	8

SKY RUNNER

- ▶ MACHINES: CBM 64/ SPECTRUM/ATARI
- ▶ SUPPLIER: CASCADE
- ▶ PRICE: £9.95 (CBM/SPECTRUM CASSETTE), £12.95 (CBM DISK)
- ▶ VERSION TESTED: CMB 64
- ▶ REVIEWER: PAUL

The reputation of Cascade has so far rested on the first class flight simulation *Ace.* That and the 50 game compilation packages which sell for next to nothing (and you get a digital watch).

Now Cascade has voiced the intention of putting out more "quality" games. *Sky Runner* is one of them.

It's again from the mind of Ace programmer Ian Martin and he's very frank about where he got his inspiriation — the movies *Return of the Jedi* and *Dune.*

Remember the *Jedi* scene where the the flying motor-cycles hurtle through the trees? That really sums the game's action sequences. The story is about inter-planetary drug-busting.

The setting is the 24th Century. Street corner drug-pushers are a thing of the past. All was joy. Life goes on, spreading throughout the galaxy. The rich get richer and poor get poorer — and angry.

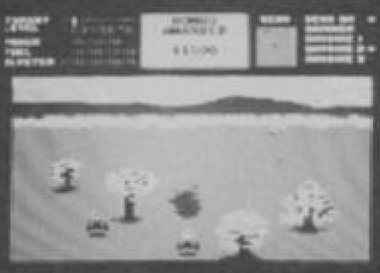
And when people get angry trouble can occur. Some governments took to introducing control drugs into the water supply.

After a 20 year experiment, the programme had reduced both crime AND production. Everybody faced economic ruin, until the discovery, and settlement of Vega 3, named Naibmoloc.

A secret department was set up to handle this solution to the control problem. They organised agents, to recruit bands of men to harvest, process, and smuggle the new control drug, no called SKY.

The agents, known as Sky Runners, set up huge harvesters, and began mining the Sky from the forests of Naibmoloc.

To defend the Harvesters, gun towers were built around the sector being cleared, and a squad of ruthless Sky Bikers,



▲ *The forest scene.*

flying through the trees, were recruited to defend the running.

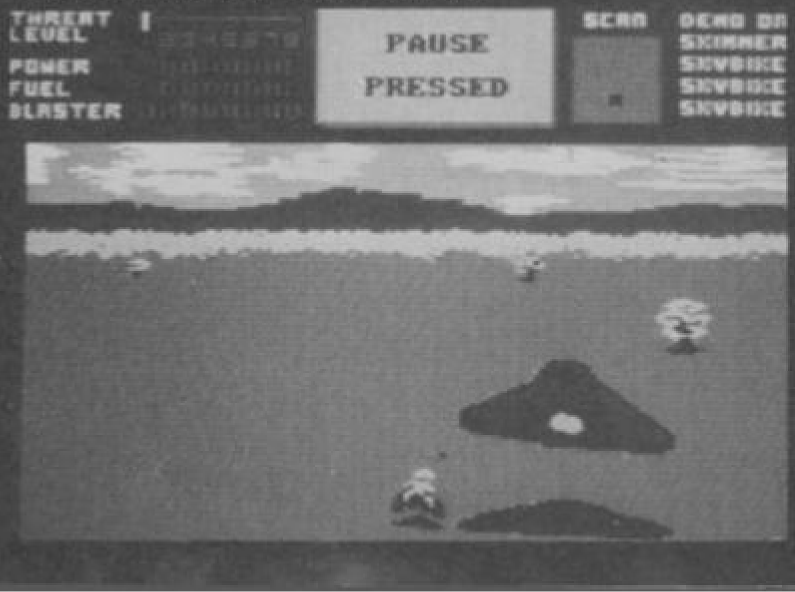
Ace was mainly flight simulation. *Sky Runner* is primarily a shoot 'em up. I favour *Sky Runner* to be honest.

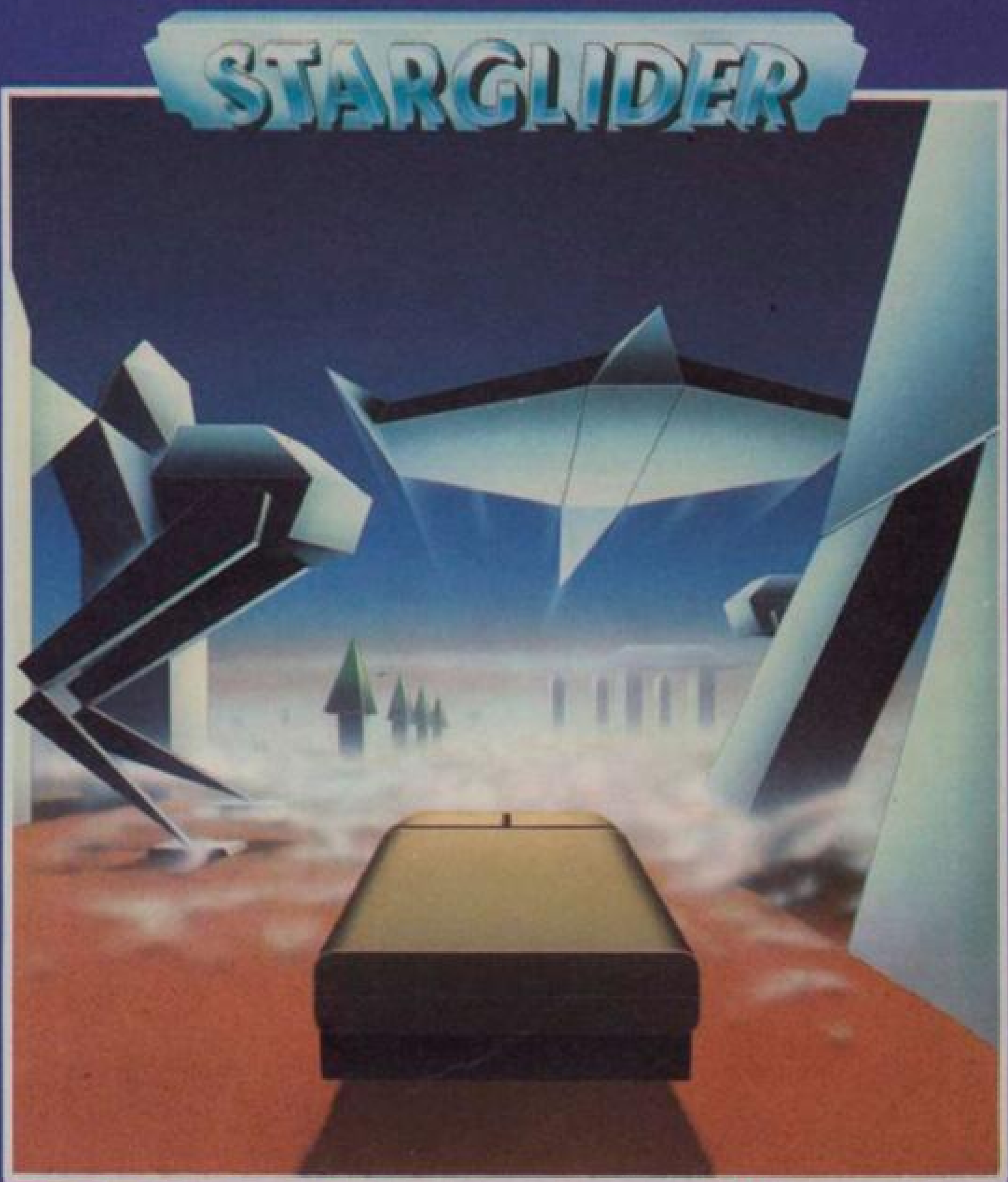
I loved the sound of the skimmer. It sounds like a rogue vacuum cleaner. A hit.

▶ GRAPHICS	8
▶ SOUND	8
▶ VALUE	8
▶ PLAYABILITY	9

C+VG HIT!

▼ *An excellent and entertaining follow-up to Ace.*

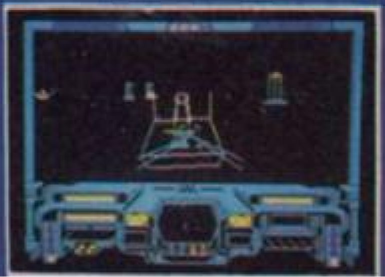




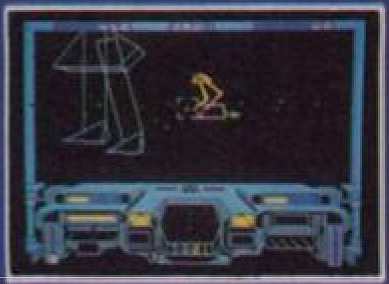
SENT TO CONQUER - MACHINE VERSUS MAN

Air to air and air to ground combat flight simulation

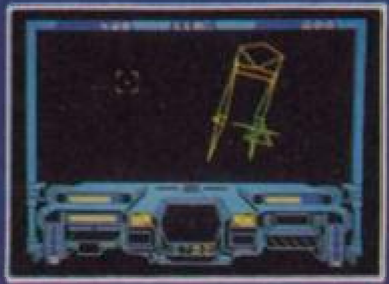
Defeat the elusive Starglider in an amazing all-action combat flight simulation. The planet Novenia has been devastated by an evil tide of invading Egrons; single-handed, you must wipe out the enemy in explosive one-to-one combat. Swooping down with lasers blazing, you'll need to take fast evasive action to avoid the barrage of enemy missiles. Exhilarating low-level attack and defence flight manoeuvres, coupled with a cunning strategic element, make STARGLIDER a classic among classics.



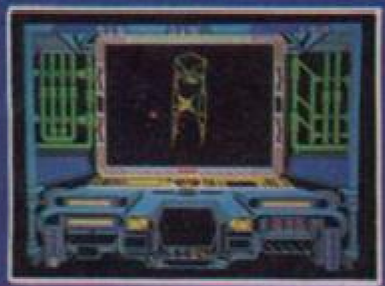
Energy towers lie dead ahead defended by heavily armed Egron battle tanks



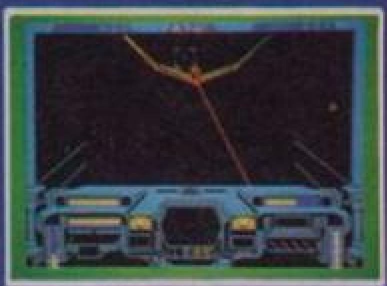
A Stomper and Walker close in. Laser fire is futile against these metal monsters



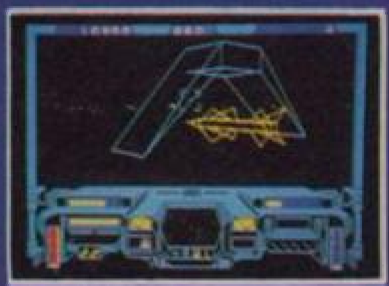
The Walker attacks. Bank your craft to evade the lasers and prepare to fire



Missile launched! Steer your TV-guided missile on target to annihilate the invader



The Starglider swoops in to attack. Several direct hits are needed to destroy it



A special mission. A devastating super missile has been located in the ruins of Novenia

Screenshots taken from Spectrum 48/128 version

PROGRAM OF THE YEAR

Popular Computing Weekly

'One of the finest games ever'
Crash Smash

'The ultimate in blasters'.
Amtix Accolade

'The best 3D line graphic game ever'
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'Best arcade shoot 'em up with vector graphics'
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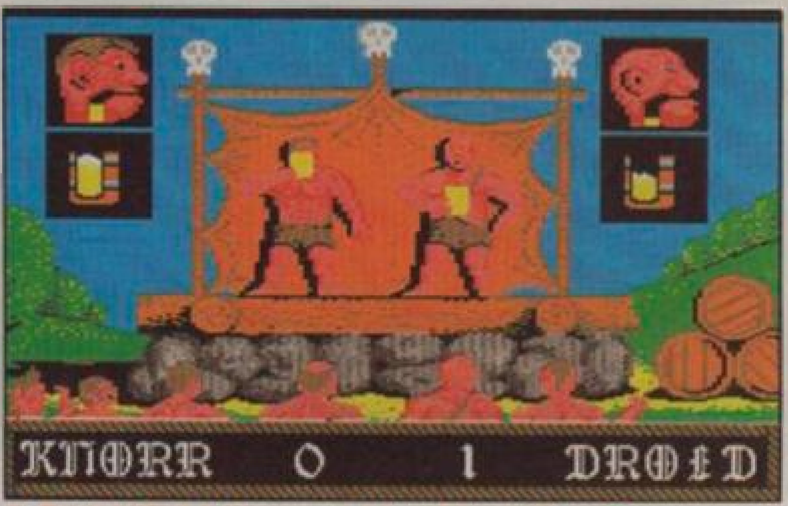


▲ *Blood 'n' Guts is a humorous and well presented game.*

Blood 'N' GUTS

- **MACHINE: C64**
- **SUPPLIER: AMERICAN ACTION**
- **PRICE: £9.95 (tape) £14.95 (disc)**
- **REVIEWER: TIM**

With a name like *Blood 'n Guts* you'd expect this game to be really nasty — lots of dripping gore and stuff like that. But no. The violence is all a bit jokey in this barbarian equivalent of *Summer Games*.

There are ten "events" in the ancient decathlon. You can play the computer or a friend. Take on the character of a muscle bound barbarian with a daft name. Names like Nop, Knorr — as in the soup — Hawk and Dog.

The option screen which displays these characters also includes their ages for some strange reason.

The events are, in order, Tug of War, Tower Jump, Rock Roller, Beer Drinking, Human Hit, Pole Fight, Cat Throwing (!), Mountain Walk, Axe Throwing and Arm Wrestling. All the events require a certain amount of *Decathlon* style joystick wiggling.

Tug of War is self explanatory, wiggle the stick and pull the opponent into the water. In Tower Jump you have to leap from the top of — yes you guessed it! — a tower and jump as far as possible. The bad news is that to get a rating from the judges you have to land on your head! One for Status Quo fans this.

In Rock Roller you have to roll a rock up a slope — racing against your opponent. Waggle the stick to take steps up the slope. Like the Tower Jump this is a "best of three" event.

Beer Drinking is fun! You have to help your barbarian drain his tankard before the other guy.

Next up is the Human Hit in which you have to hit coloured targets on a poor chap locked into a stocks in the quickest time possible. A simple line up the sight and fire game.

Pole Fight sees your barbarian sitting on a log suspended over a chasm. You have to fight with a club and knock your opponent off the log. Another pretty simple game this — except the two figures are a bit small.

Cat Throwing is a tasteless addition to the game. It's a discus style event in which you have to get your barbarian spinning and hit the fire button to throw the "cat" as far as possible.

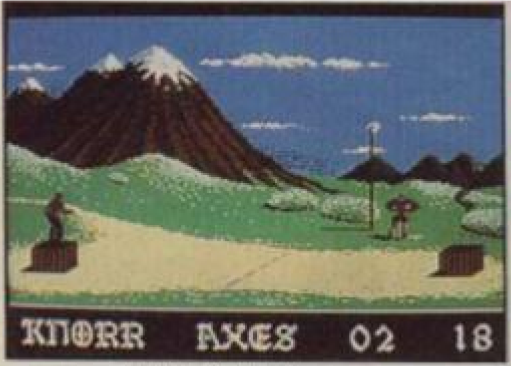
Mountain Walk is a tricky tight-rope walking game. You have to "walk" your barbarian over the rope using left/right movements on the stock to keep him upright.

Axe Throwing is what it says it is. You and your opponent take turns at throwing axes at each other. The loser is the one who gets a sharp pain in the head! You can jump and duck the avoid the axes which come at you low or high — nothing in-between. It's only a matter of time before someone gets the chop.

Arm Wrestling is a computer version of that old macho pub pastime. Except here it's difficult to tell what's going on as the action is viewed from above. More stick wiggling is required to move the arm. Lose, and a bird flies over and "marks" you as the instructions quaintly point out.

The game is multi-load from tape or disc and our review copy worked perfectly with minumal delays between loading events.

Blood 'n Guts looks good, is well-presented — but the barbarians lack that all important grip factor to make you want to play.



▲ *Axe throwing!*

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	6
▶ PLAYABILITY	6

PALITRON

- **MACHINE: AMSTRAD**
- **SUPPLIER: THE EDGE**
- **PRICE: £8.95**
- **REVIEWER: PETER**

I'm not feeling very human these days. Every time I load up a game I seem to be a robot, and frankly, I'm worried about what this will do to my mental health.

It is not the first time I've found myself stuck in a city entirely populated by lethals who always seem to move faster than I do, and it's not the first time I've been given a very silly job to do.

This time, somebody has carelessly left 16 very pretty, rainbow-coloured, rectangular crystals lying about in a variety of inaccessible situations, and I have to find and destroy them.

The method of destruction is surprisingly crude for this high-tech world: I drop things on them. I'm thinking of complaining to the Robot Union about job security, though. I've only got six lives, and I don't even get worker's compensation when I lose them, which is often.

Without help I'd never manage, but the new slant in this game is that help is at hand, in the form of Infra-Class Beast Mark 3 Robots, which look like little red mushrooms. You don't stand a chance of finishing the game until you learn how to program these little critters, and send them into the parts that other robots cannot reach. But don't forget to carry a spare battery! It's a good idea to go into training mode and find out how to do this before you start the proper game.

The city is a wild and wonderful place, with electrified floors, great pits that go down seven levels, tleportation tiles, one-way doors and horrid little skittering yellow things. some of the many rooms are so dangerous that I've been taking the easy way out: dropping a bomb to clear the place then hiding until it explodes.

Extremely accurate positioning before jumping is often critical, and on this game my joystick seemed far too sensitive. You've only got to breathe on it to move one centimetre too far.

In fact the game is tough going, and takes a long time to get into. It's a toss up whether you lose patience or gradually get involved, but once you do, you may well get hooked.

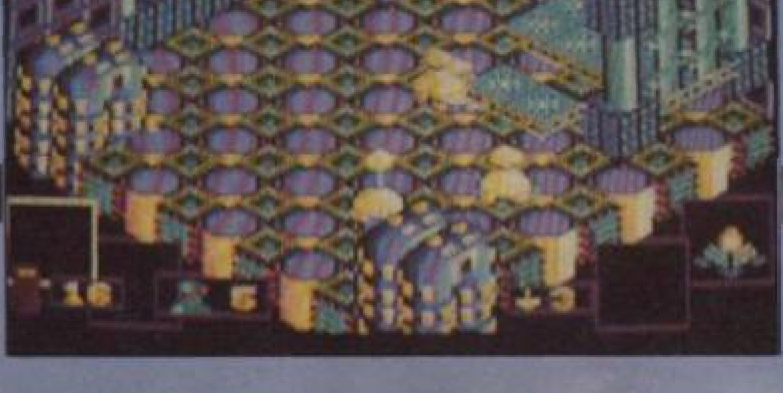
Experienced arcade adventurers will probably reach this stage, but beginnners are likely to be put off.

Visually, as in most of the Edge's games, it's a rather complicated and cubic 3-D. In fact the design is reminiscent of Ocean's *Bat Man* though I wish it had *Bat Man's* save facility. Some of the rooms are so elaborately decorated that the robot you conrol tends to merge with the background; it can be difficult to tell exactly where you are.

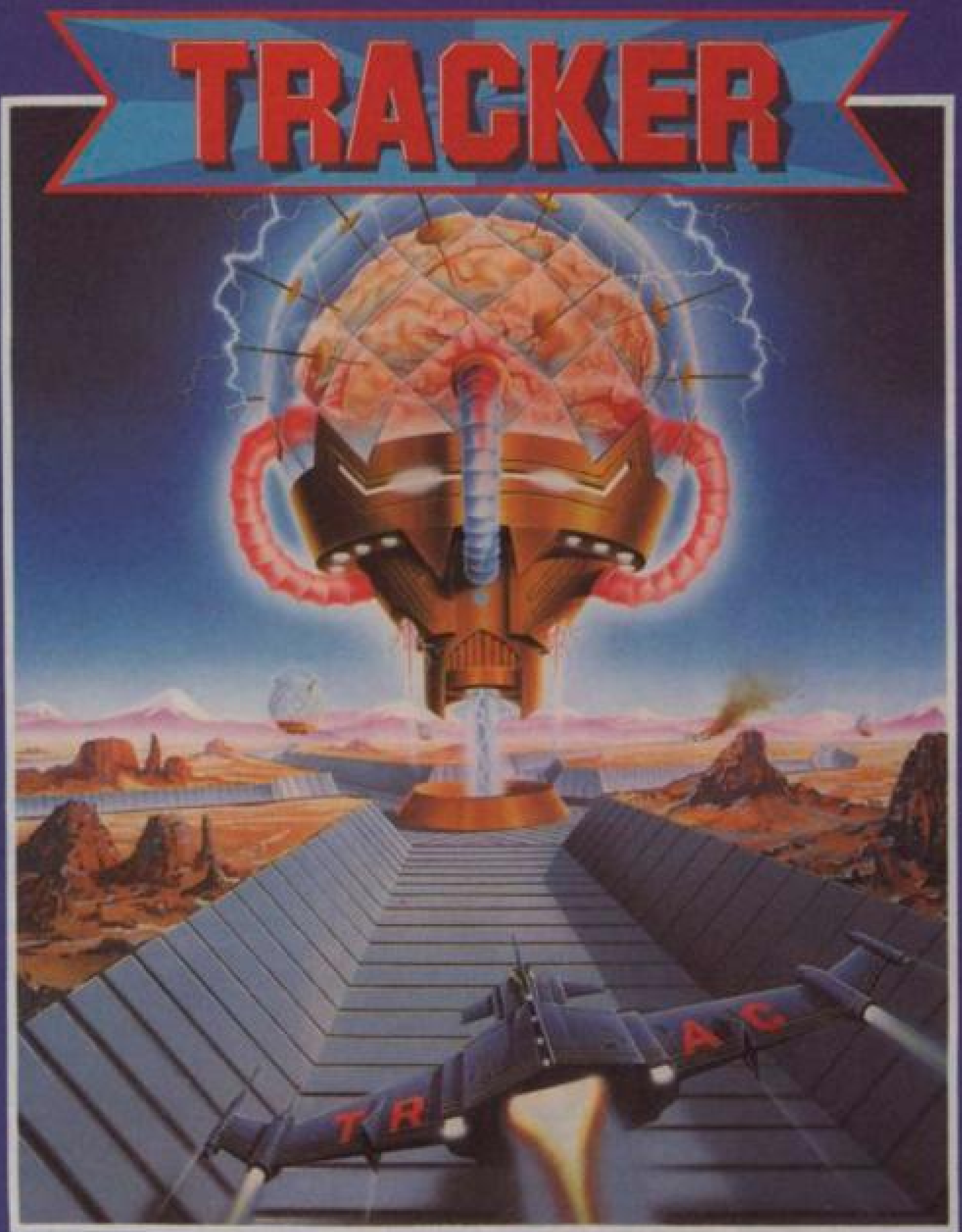
The game requires a nice balance of thoughtfulness and dexterity from the player, but I have to say that the concept is a bit tired, even with the new elements of the programmable robots and the bombs.

All in all it's packed with action and variety, but next time, please, can I be a human?

▼ *Palitron requires a blend of strategy and joystick dexterity*



▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	7



TERRIFIC VALUE FOR MONEY

'Tracker could top the addiction charts... 10 out of 10 for sheer playability... terrific value for money'
Commodore Computing International

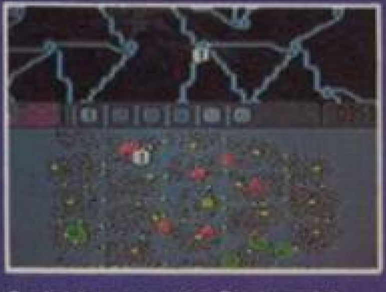
'Controlling several craft at once will put your mind into warp mode'
Computer Gamer

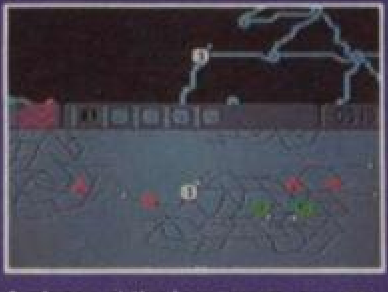
'Presentation is excellent'
Commodore User

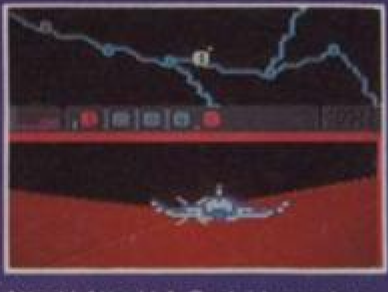
MISSION - TERMINATE RENEGADE ARTIFICIAL INTELLIGENCE

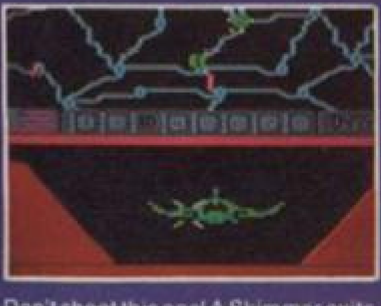
Tactical Remote Assault Corps VS Cycloid AI Resistance

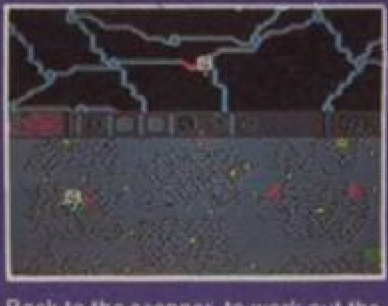
Tracker heralds a new dimension in strategic battle simulations. An intelligent life force has infiltrated the central computer on Zeugma IV causing the Cycloid police droids to run renegade. You must take simultaneous command of up to eight TRAC units which form a special TRAC force to intercept the Cycloids and regain control of the Centrepoint computer. Its fast pace and devious strategic challenges make Tracker the ultimate in artificially intelligent strategy games.

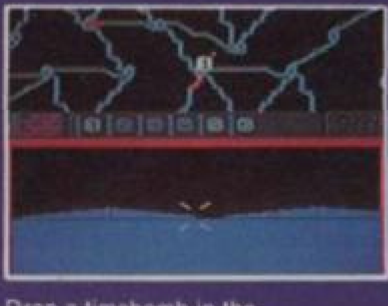

Cycloids swarm the Centrepoint complex to attack your Skimmer TRAC Squad


A glance at the long range scanner shows four Cycloids homing in on your Skimmers


Attack! Attack! A Cycloid rounds a bend. Blast it before it wipes you out


Don't shoot this one! A Skimmer exits the node that you're about to enter


Back to the scanner, to work out the location of the nearest communication centre


Drop a timebomb in the communication centre and get out before it explodes!

Screenshots taken from Commodore 64 version

CBM 64/128 cassette
£14.95

CBM 64/128 disc
£17.95

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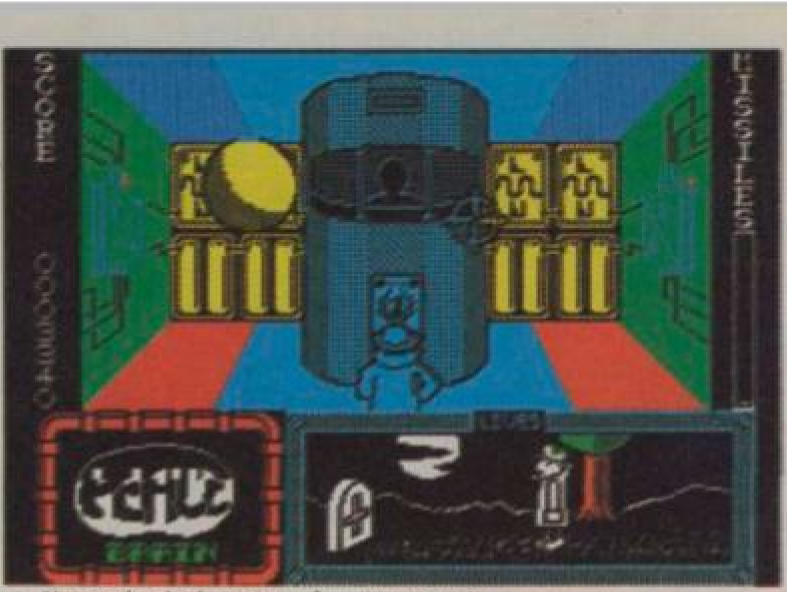
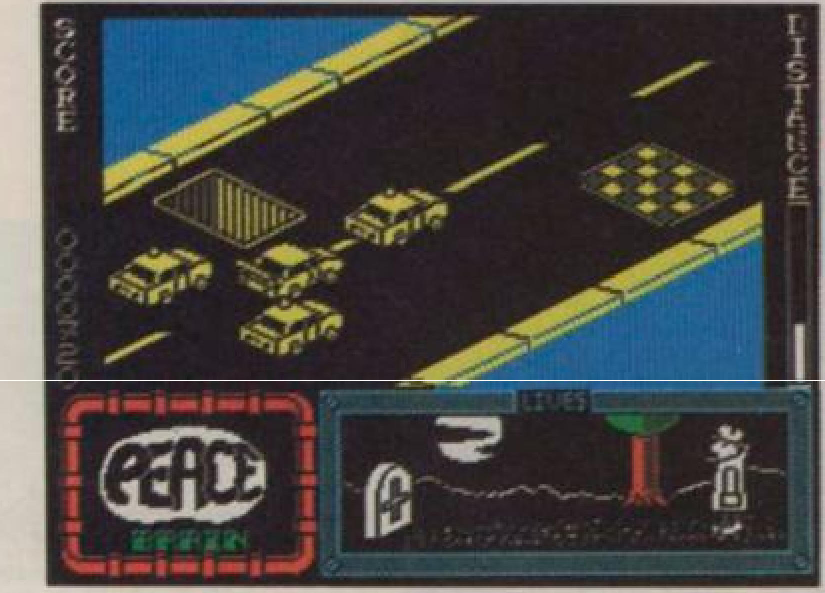


▲ *Yet another budget winner from Mastertronic*

AGENT X



▲ *Multi-part adventure that's well worth £2 outlay.*

- **MACHINE: SPECTRUM**
- **SUPPLIER: MASTERTRONIC**
- **PRICE: £1.99**
- **REVIEWER: TIM**

Here's a nice multi-part arcade adventure style game from the budget masters. *Agent X* is a super spy character who has to track down the President who has been captured by a Mad Professor who aims to brainwash the President and get him to start World War III! Gaspo!

The game begins with Agent X in his car heading for the highway towards the mine where the Mad Prof is holding the President. You have to avoid lorries, cars and obstacles. Luckily your car can jump the hazards — useful when you are faced with a rumbling tank.

Once at the mine entrance, it's time to load in the next section which gives you the first chance to see what Agent X actually looks like. He's a trenchcoat clad chap with a trilby hat.

This section is a bit like Wally goes underground — our hero has to beat off the Mad Prof's minions and reach the door to his lab. Inside the lab Agent X whips out his trusty laser rifle and zaps away at objects being thrown at him by the prof. Shoot enough of these and you get a crack at the professor. Fail and it's back to the beginning again.

If you zap the prof and save the president you have to fly him through tunnels and out to the top secret oil rig and safety. But there's still more to come! Agent X has to get back to the lab and destroy it for good.

Nice graphics, reasonable sound and varied gameplay make *Agent X* a nice budget offering.

The multi-load works well and is easy to use. Prompts appear on screen when it's time to load in the next bit.

Might be a bit too easy after a couple of plays though — but terrific value none the less.

And old *Agent X* could just become a bit of a cult like Magic Knight. He definitely should get another starring role in any event!

▶ **GRAPHICS**	7
▶ **SOUND**	6
▶ **VALUE**	9
▶ **PLAYABILITY**	8

DUNJUNZ

- **MACHINE: BBC**
- **SUPPLIER: BUG-BYTE**
- **PRICE: £2.99**
- **REVIEWER: NICKY**

Shock horror! Mackscrane, the Great Demon of Supreme Evilness (a pretty comprehensive title) has stolen the Chalice of Binding, and stashed it away in the Dunjunz complex.

Four heroes have been appointed to penetrate this vastness and win it back, collecting whatever treasure they can along the way.

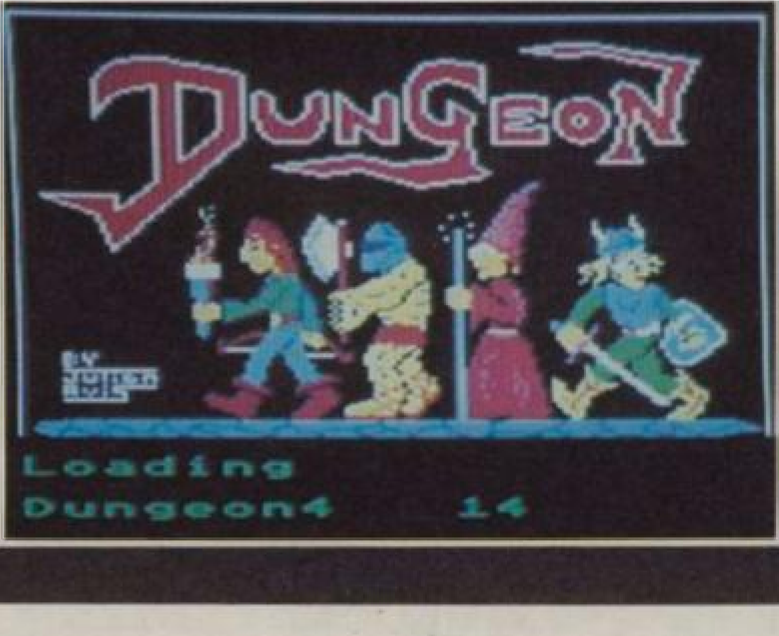
Features to add interest include teleporters, food to increase a character's health rating, magic swords and helmets, boots to make you move at twice the speed, healing potions, keys, trapdoors and more.

This is a vast game, a very meaty package for the price, which is really too vast to store conveniently on tape. Loading and playing it each time is a drag. You first have to load the opening screen, a very flashy digitized portrait of a sinister character one assumes to be Mackscrane himself.

Then you go on loading the very lengthy tape until you are asked for the number of players. You can have up to four, taking the parts of the Ranger, the Magic-User, the Barbarian or the Warrior.

They all have different attributes — some can use magic, some have better armour than others and so on.

Then you turn the tape over, rewind, and load again until level one (of 25) is in. If you succeed in level two, you run the tape on until level two is loaded, and so on. Fail and you have to run the tape back and reload level one. Phew!



Loading
Dungeon4 14

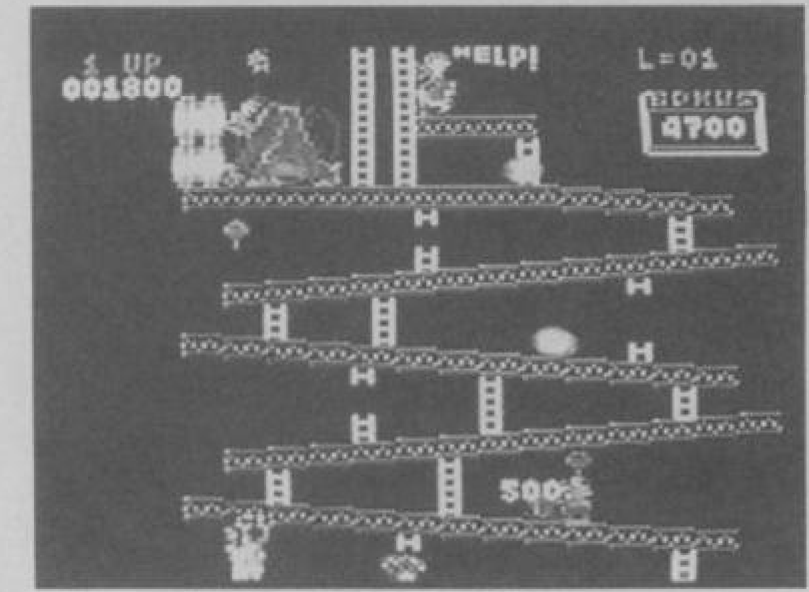
The game itself is ingenious. Each character has a quarter of the screen to himself in which he always appears as he moves around the complex. Naturally you frequently bump into the characters controlled by your fellow players. This does mean, however, that your playing area is uncomfortably small and it's sometimes hard to make out what's going on.

With four players, it's also a fight for possession of the keyboard — you each have a block of keys for your own use, but you inevitably get in each other's way.

But once you've got used to these constraints, it's all good clean fun. The graphics are Bug-Byte's favourite Mode two-type, rather blocky and crude, but the action is reasonably smooth and fast.

▶ **GRAPHICS**	7
▶ **SOUND**	N/A
▶ **VALUE**	8
▶ **PLAYABILITY**	8

Donkey Kong



▲ *Ocean are obviously hard-up for some original software . . .*

▶ MACHINE: CBM64 + 128/ SPECTRUM/AMSTRAD
▶ SUPPLIER: OCEAN
▶ PRICE: £8.95 (CBM/Amstrad)/ £7.95 (Spectrum)
▶ VERSION TESTED: CBM64
▶ REVIEWER: CHRIS

Good Grief! I don't believe it, after all Tony Takoushi said about the games industry, Ocean has the gall to release a Kong game. Well!

Yes folks, it's true. Ocean, one of the biggest and best software houses, has dug up a game that should be left to Rest in Peace. Kong games, are older than the 64, and that's saying something!

As if that wasn't bad enough, on tracing Ocean roots, I discovered that one of their first games on the Spectrum was a Kong game. Just because it sold well in 1983, doesn't mean it'll do well today.

Now, I always have to do this. For those of you who don't know what Kong game is, I will tell you.

In the game you play a guy called Mario, who has a very difficult task ahead of him. He must rescue his girlfriend from the clutches of a terrible ogre — Kong!

Kong is not so daft, and with captive in hand proceeds to climb a very tall building. You must follow Kong, using various Platforms and ladders to help you on your heroic way.

Should you reach your girl, Kong grabs her and climbs even higher up the building. So again you follow.

Kong can go up three times, which means there are four screens. The first is pretty straight forward, but can be a little difficult if you get too many barrels chasing you. Barrels? I forgot to mention that in all Kong games, that nasty ape will throw barrels at you. Just for fun you understand.

Screen two is so simple, it's a crime. This is a Pie factory where conveyer belts move you along. If anyone dies on this sheet, shame!

Screen three is slightly harder, consisting of more ladders and platforms. It also has lifts and fireballs. And just to make it interesting, Kong now throws steel girders!

Screen four is the last one and Kong is now at the top getting a little bit worried. Your task on this screen is to remove the locking pins from the scaffolding, making Kong fall to the ground.

While this is all happening, the graphics are faithful to the original arcade, if a bit small.

I don't know why Ocean released such a game, but if you are looking for a good Kong game on the 64, try another Ocean release *Kong Strikes Back*.

▶ GRAPHICS	7
▶ SOUND	6
▶ VALUE	6
▶ PLAYABILITY	7

Ravenskull

▶ MACHINE: BBC
▶ SUPPLIER: SUPERIOR
▶ PRICE: £11.95 (disk)
▶ REVIEWER: NICKY

You are the village of Austburg's last hope. No, don't run away . . . you see, there are these zombies in the swamp, and unless you can retrieve the silver crucifix stolen by rotten old Baron Strieg, said zombies will engulf the village.

So off you go, in the guise of warrior, adventurer, elf or wizard, to explore the four levels of the Baron's cstle, seeking out the pieces of the crucifix.

Of course, should you see any treasure that might happen to be lying around, no reason why you shouldn't have that too. . . .

The Baron's castle is strongly reminiscent of the tortuous maze in *Repton*, but none the worse for that. Like *Repton*, there are puzzles to solve, creepy-crawlies to dodge (Ravensbees), things to avoid (acid pools, man-eating plants and so on) and things to pick up. Also like Repton, the game is difficult, frustrating and totally addictive.

You can do more in Ravenskull than you can in *Repton*, though. You can carry up to three objects and use them — open a door with a key bash a wall down with a pickaxe, and so on. Apart from the treasure, there are loads of things to pick up, including dynamite, scythes, bows and arrows, food, scrolls and potions.

Trouble is, not all of these things are necessarily helpful — some of the scrolls are obstructive, if not downright lethal, for example. It takes a lot of time, persistence and luck to work out how to put everything to good use in order to clear each level.

After a brilliant opening screen, the graphics are a bit disappointing, perhaps because the game looks so much like *Repton* — and there have been three *Reptons*!

The jolly background tune gets a bit wearing after a while, too. But the scrolling's smooth, as we have come to expect, and the whole thing is well put together and presented. If you enjoyed *Repton*, you'll enjoy this.

▶ GRAPHICS	8
▶ SOUND	7
▶ VALUE	6
▶ PLAYABILITY	8

HIGHWAY ENCOUNTER

- MACHINE: C64
- SUPPLIER: GREMLIN GRAPHICS/VORTEX
- PRICE: £9.95
- REVIEWER: TIM

It's been a long, long wait. But it's been worth it! The conversion of Vortex's classic *Highway* for the 64 looks good and plays even better.

In case you didn't see the Amstrad/Spectrum original here's a brief rundown of the plot.

Aliens have invaded earth. There's only one road left to travel, before they reach their final goal — total world domination.

Your mission is to halt their advance and destroy their alien stronghold in Zone Zero.

Under your control are five Vortans. And the Lasertron — the world's most advanced weapon system, which must be taken to Zone Zero to complete your mission.

Your five Vortons are vulnerable to alien attack and can be destroyed in any number of horrible ways. You'll need to work out a strategy to succeed in this highway patrol.

Fortunately for you, C+VG printed a players guide to *Highway Encounter* complete with map way back in December '85 — so check out those back issues.

You guide the Vortons — who push the Lasertron in front of them — through the infested Zones of the alien highway.

Each zone has different hazards and obstacles to overcome — and each needs a different strategy.

Some problems demand forward — or is backward? — thinking as you have to bring objects from one zone into another in order to move forward. That's where that players guide comes in useful!

Each Vorton is equipped with a blaster — but only the lead Vorton is under your control and he's the only one that can blast things and help the others beat the aliens.

You'll need as many Vortons as you can help survive to complete the trip to Zone Zero — but early patrols will see you losing these cute little robots with monotonous regularity.

But unlike some games, the challenge keeps your interest and you won't rest until you've actually seen Zone Zero with your own eyes.

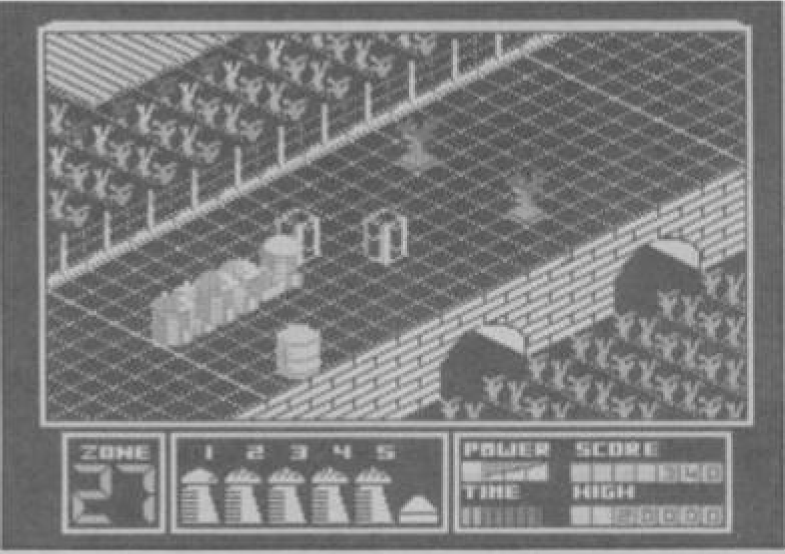
A demo option allows you to see the zones up to the final one without playing — this allows you to work out a strategy because you know what's coming.

Graphics are simple but very effective. And although the game uses a screen flipping technique instead of scrolling, there aren't any horrible waits between screens, as in games like *Tarzan* for instance.

Sounds are good and as I've already said the game is extremely addictive.

Want to get the new games playing year off to a good start? Then take a trip on the alien highway — you won't regret paying the fare.

And remember you only have to write in and send a pound to get the back issue.



GRAPHICS	8
SOUND	8
VALUE	8
PLAYABLITY	9

C+VG HIT!

THEY STOLE A MILLION

- MACHINES: SPECTRUM/ AMSTRAD C64/128
- SUPPLIER: ARIOLASOFT
- PRICE: £8.95 (SPECTRUM) £9.95 (C64/AMSTRAD)
- VERSION TESTED: SPECTRUM
- REVIEWER: BRIAN

"OK John, I want you to climb in through the window and switch off the alarm so you can let Jim in. After that I want you to let Jim into the office to blow the safe. While Jim is working on the safe you can empty out the cabinets into the van.

"Jim. You'll have to work fast to get that lolly out of the safe and get away in time.

"I hope you two know what you're doing 'cos I want this to go right. Especially after the way you messed up the sweet shop caper!"

This is the way you're going to have to start thinking if you want to become a successful criminal in Ariolasoft's original and intriguing offering *They Stole a Million*.

If you've watched and enjoyed things like *Minder* and *The Sweeney* and thought that you could outwit the police then this is the game for you. But don't think it's going to turn you into a Great Train Robber overnight!

The game comes in two parts. In the first you decide what job you're going to attempt and who you're going to use in your team. You use the Crimenet database, which comes complete with S.W.A.G. — Software for Aspiring Gangsters! It's a sort of Compunet for the Arthur Daley's of this world. . .

All this costs money — and you've only got a £55,000 budge to play with. ONLY?

The blueprints of your chosen target — there are five in all — come free but you have to buy details on the alarm system and what loot is hidden away. Then you have to sign up the villains for your own special A-team.

You can access the files of 18 top criminals. Each old lag has a special skill which you may need. You also have to select a "fence". No, not something that goes around your front garden, stupid. He's the guy who gets rid of your ill-gotten gains for you if the raid is successful.

Four criminal types make up the team plus a fence. The computer keeps a check on your spending.

Once you are happy it's time to load-up part two. This is where you plan the robbery and stage it.

The planning stage involves giving each member of your team a route or track through the building plus his tasks. You must make sure that they don't get in each others' way and that every action is timed correctly down to the last split second.

This section is all icon controlled and you can preview and edit all the team members moves. Once you are happy that Fingers isn't going to bump into Scarface at a crucial point in the operation and that Adam Prost (!) the "wheels" man is ready for a quick getaway you can hit the button that puts everything into operation. It's a good idea to check every move thoroughly before you go for it!

As the boss you get the lookout job. If the cops cruise past in their panda car you can freeze the action until it's safe to proceed again.

You can check on each member of the team and leg-it if things look like there are about to go reels-of cotton.

If you succeed, the game gives you the option to save your winning team and go back to try another job.

The graphics are pretty good — lots of nice pop up windows in the planning stage. The actual robbery screens are a bit sparse and could have benefited from a few more graphic frills. There's a nice intro tune as well.

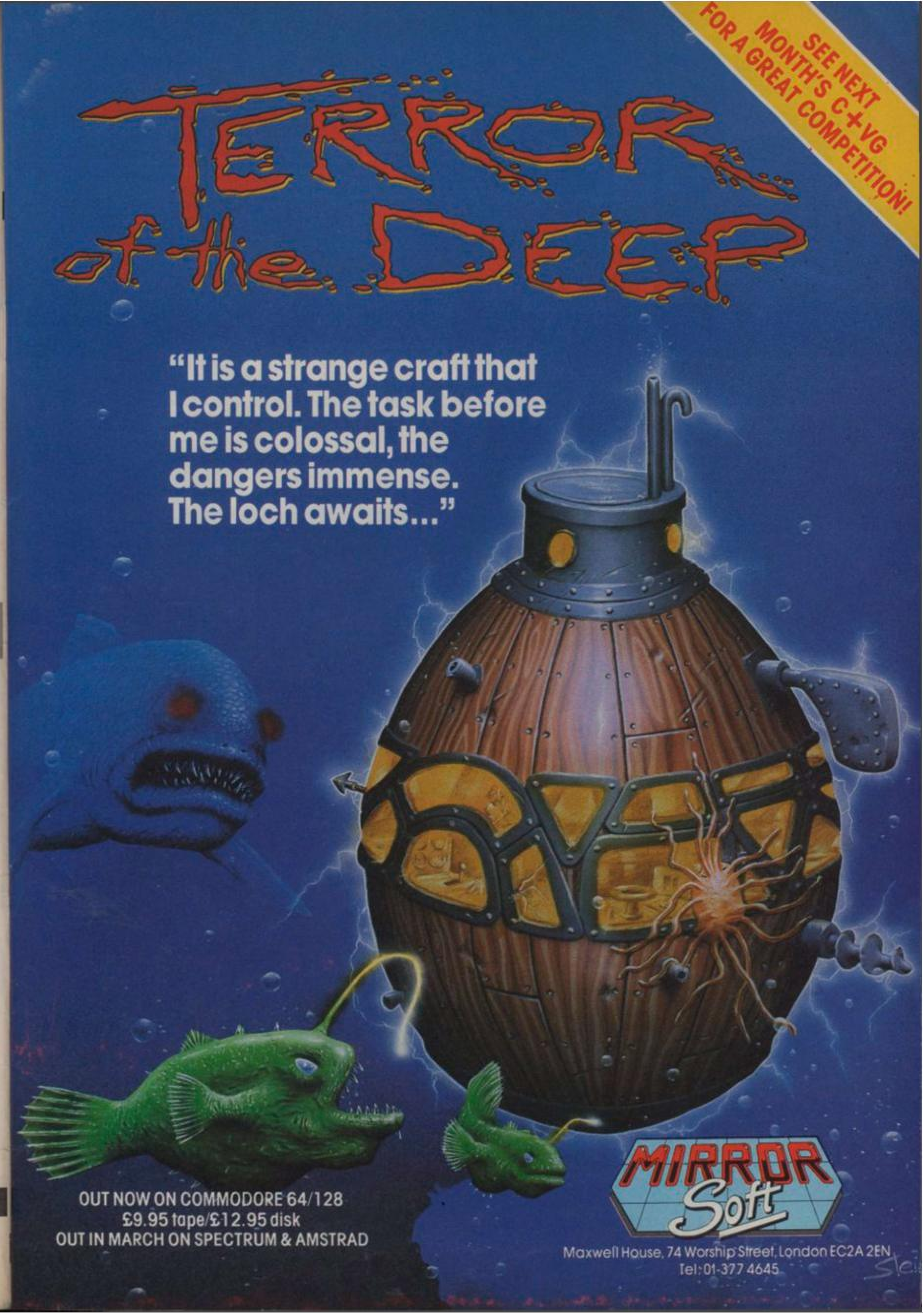
They Stole a Million is an original and entertaining game for strategists and arcade adventurers alike.

You'll have to think about what you're doing and spend some time setting things up. But don't you just love it when a plan comes together?

"OK, OK. Stop rabbiting and lets get on with the job, John. You know every second counts in this business!"

GRAPHICS	7
SOUND	6
VALUE	8
PLAYABILITY	9

C+VG HIT!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'43 ONE YEAR AFTER

- MACHINE: C64
- SUPPLIER: ACTION
- PRICE: £9.95
- REVIEWER: CHRIS

After reviewing *1942*, the Ed gave me this one, thinking it was the sequel. Thank God, it's not!

1942 is a very playable, addictive game, with good sound and graphics. *1943* has none of these qualities. It's just a very poor imitation.

To give an example of what I mean, take the backdrops. On *'42* they scroll smooth, fast, and seem to vary. On *'43* they are small and scroll very slowly across the screen.

Anyway, the plot for *'43* goes like this: Destroy the enemy planes which will fly like a bat out of hell towards you. When you finally reach the end, apparently stage 999, you must destroy Admiral Yamoto once and for all.

Your plane, a P-38 Lightning Fighter, has the *ability* to perform these rolls. These are useful for getting out of sticky situations were your trapped by bullets. You can get extra stuff by collecting PoW signs. Well I think you have to collect them. Everytime I thought I'd got one, I exploded. So do you really have to pick them up? Also you only have a certain amount of time to grab them and, on top of all that, if your not careful you can shoot them!

Your plane, as it flys up the screen, is very small and fires missiles at the rate of one per hour. Maybe this is a slight exaggeration but when you see how slow the game is you'll understand.

Enemy aircraft are mostly small black planes which look more like half-defined characters than sprites, and then there are other large grey planes.

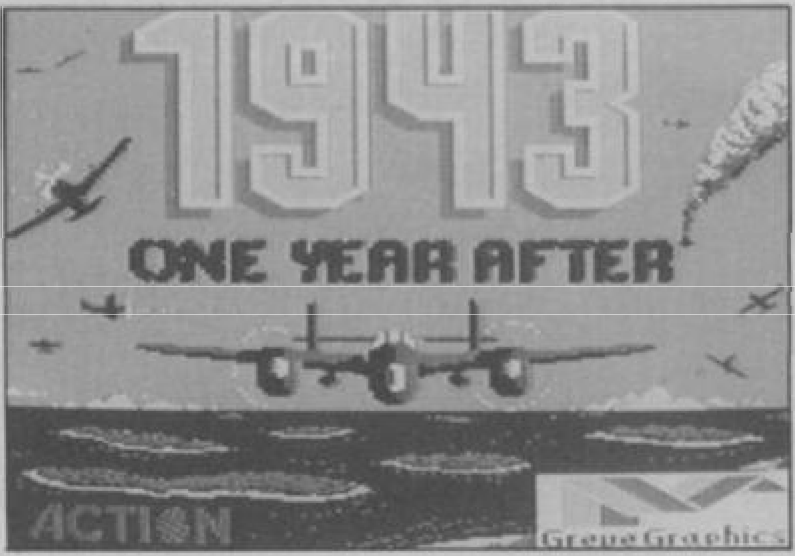
Oh, I mustn't forget the small white enemy plane which turns into a PoW sign when shot. These planes fly out of control and mainly come to rest on your wings, so watch out.

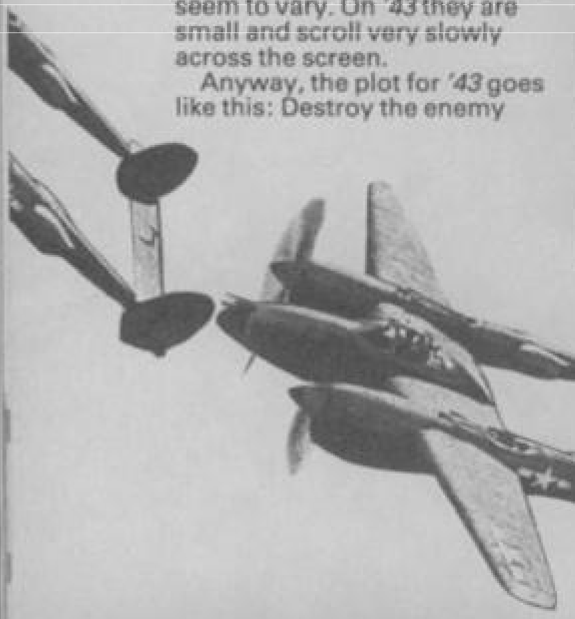
This game apparently has six hours of scrolling backdrops, but don't get excited. It probably has *the same amount* as *1942*, but the scrolling is so slow that it takes six hours to reach the end.

With terrible graphics, naff sound and too slow gameplay, this game 'One year after' should be '13 Million years before'. Or at least the programming skills were.

One of the worst games I have ever played.

▶ GRAPHICS	6
▶ SOUND	4
▶ VALUE	0
▶ PLAYABILITY	0





SCREAMING WINGS

- MACHINE: ATARI
- SUPPLIER: RED RAT
- PRICE: £7.95, £9.95 (DISK)
- REVIEWER: BRIAN WEBBER

If you are a fan of the arcade game *1942* and you think yourself unlucky in owning an Atari, then you want to rush out and buy this as soon as you have finished reading this review. *Screaming Wings* is based upon *1942* and turns out to be one of the better Atari games that are on the market. Atari usually gets left out when it comes to software but Red Rat are changing that. They have released eight games over the Christmas period and are continuing to do so.

Not only are the releasing the software but it is good quality as well. Let's hope that other firms will take notice and realise that the Atari is one of the best computers around and needs a little bit of support.

Right, let's get on with the review. The graphics may be a little bit simpler but I have not seen a lot better on the Atari yet. The planes are small and the animation has been well designed. Some of the planes that you have to destroy are bombers which take a hell of a hammering to destroy. In later stages some of the enemy do not look like planes but do not be deceived, they require as much shooting as a bomber does.

Some planes that you shoot can give you extra fire power or a bonus, the extra fire is more valuable. At 10,000 points you are given an extra life to continue your mission. The scrolling is very smooth with some nice background graphics to go by from time to time. You are able to perform a loop three times to help you getting out of a little bit of bother, but you have to press the space-bar for these so it is unlikely that you will have time to. If you do not use any of these loops and complete the stage then you are given a bonus of 1000 points for each loop left.

The sound effects during the game are good except for the annoying background music. The music must be the simplest tune to have to write for any computer and just gets on your nerves after a while. Luckily an option has been included to turn the music off. The high score table has been limited to one entry so if you have competitions with friends you are constantly writing the scores down.

Overall this has to be a must for any Atari user out there, just a shame about the music really. One tip for the game is to stay on the right hand side of the bomber as he is always firing from his left side. Now you've read the review you can rush out and buy it.

▶ GRAPHICS	7
▶ SOUND	7
▶ VALUE	8
▶ PLAYABILITY	7

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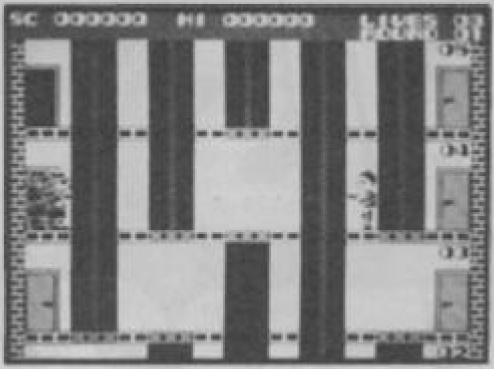


ELEVATOR ACTION

- MACHINE: AMSTRAD
- SUPPLIER: QUICKSILVA
- PRICE: £8.95
- VERSION TESTED: AMSTRAD/SPECTRUM
- REVIEWER: DAVID

Is no coin-op aloud to Rest In Peace without being dug up, dusted down, and converted to the computer? Apparently not. This time it's Taito's *Elevator Action*, and the software house responsible is Quicksilva.

The game involves you guiding secret agent Otto through successive high rise buildings, investigating every room with a red door en route.

Of course, nothing in this world is easy, and just to prove it, all the buildings are crawling with gangsters who are hell bent on bringing your spying career to an abrupt end.

Each building is viewed from the side, up to four stories can be seen at once. Each floor has up to six rooms, shown by blue or red doors. The gangsters seem to have booked almost every blue room in the place as they are continually poping out into the landings trying to blow Otto's block off.

Although a little dated, *Elevator Action* on the Amstrad has some nice touches and an addictive sondtrack. The graphics, while not stunning, are effective and work well for the game. Gameplay is good except for a frustrating two to three second period when joystick control is suspended directly after Otto has just been into a red room.

On the Spectrum, *Elevator Action* was good fun to play but graphically it's not stunning and if it were cheaper, probably worth buying.

Overall *Elevator Action* is fun of the mindless variety but as such succeeds in as much as you keep wanting to go back for just one more try.

	Amstrad/Spectrum	
▶ GRAPHICS	8	7
▶ SOUND	7	6
▶ VALUE	7	7
▶ PLAYABILTY	8	8

THUNDERSTRUCK

- MACHINE: BBC/ELECTRON
- SUPPLIER: AUDIOGENIC
- PRICE: (£7.95)
- VERSION TESTED: BBC
- REVIEWER : NICKY

Thunderstruck is an arcade adventure game with puzzles. Spreco, the Space Refuse Collector, has fallen foul of a freak timestorm and wound up in a weirdo medieval castle, complete with suits of armour, assorted weaponry on the walls, and a lift. A lift? Well, maybe it's not so medieval.

There are 100 screens to be explored and various puzzles to be solved before he can get out, not to mention assorted objects to be picked up and used, and a selection of nasties to dodge.

There are also eight characters, including a King, a Queen, a Wizard and a Revolting Hag, who may or may not help you out. Depends if you can offer them something they want. Wonder who needs the skin cream? Must be the Hag. . .

The objects tend to be the familiar kind — unlit candles, various keys, you know the sort of thing. But the scenario is more atmospheric than most, problems are reasonably demanding. How to light that unlit candle, for instance.

There seem to be occasional glitches in the program — if you jump high enough by the well, another location appears briefly on the screen.

There's enough here to keep you amused indefinitely, and the graphics are smoother than most.

▶ GRAPHICS	8
▶ SOUND	6
▶ VALUE	6
▶ PLAYABLITY	8

THE LAST OF THE FREE

- MACHINE: BBC/ELECTRON
- SUPPLIER: AUDIOGENIC
- PRICE: (£7.95)
- VERSION TESTED: BBC
- REVIEWER : NICKY

The Last of the Free is the work of the author of *Thunderstruck*, released at the same time, and it shows. Someone has saved themselves a lot of programming time.

In *The Last of the Free*, the hero is Clement the Ordanoid Droid, who is the last of his kind — his companions have been wiped out by the aggressive and defective Proleoids. Unknown to their human creators back on Earth, the Proleoids are now running amok, and it's up to Clement to get back and warn them.

As in *Thunderstruck*, the hero can run, jump and pick up and use objects (using the same keys — play one game and you've virtually learned the other). There are puzzles to solve, distributed throughout the 55 different screens, and aliens to avoid.

But there are enough differences to make the *Last of the Free* a different game. There is much more emphasis on arcade action — the pace is considerably more frenetic, the screens much livelier and more busy, with moving platforms, electric currents, ladders, and loads of Proleoids scurrying about. it's played as a much faster speed and requires fast reflexes as well as wits.

▶ GRAPHICS	8
▶ SOUND	6
▶ VALUE	6
▶ PLAYABILITY	8

FROST-BYTE

- MACHINE: SPECTRUM/AMSTRAD/COMMODORE
- SUPPLIER: MIKRO-GEN
- PRICE: £8.95 (£13.95 AMSTRAD DISC)
- REVIEWER: PAUL

I'm suffering from *Frost-Byte*. It's a chiller thriller for cool dudes.

Don't be put off by the awful advertisement or the cassette cover, this is a great game.

I have never been a great fan of Mikro-Gen's seemingly never-ending series of Wally games so I wasn't particularly overjoyed at the prospect of *Frost-Byte*. Wrong. There's nothing Wallyish about this.

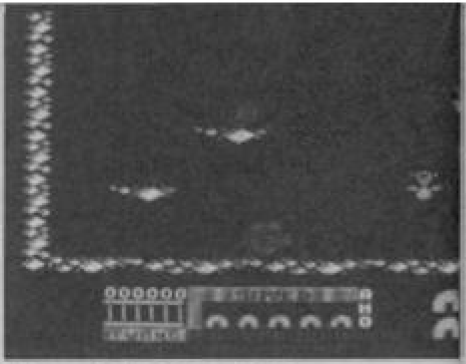
This is an extremely enjoyable and addictive game. Not devastatingly original but nevertheless well put together, graphically tasty and well worth the time of day on a winter's night.

The game stars a slinky spring-like creature called Hickey, who is apparently a Kreezer, whose fellow creatures are held captive deep within the planet Cosima.

Hickey has escaped and must free five other Kreezers. He must work his way through the perilous caverns, avoiding the numerous monsters.

I found the game fiendisly difficult to get into. Completing the first screen is fairly straightforward but I became stuck on the second for ages.

Hickey enters this screen from the bottom left hand corner. A fearsome snowman stands guard, protected by a lethal drip which drops from the cavern roof. It took literally ages for me to beat this drip. From



then on's it's into a winter wonderland of delights. Great fun.

	Amstrad	Spectrum
▶ GRAPHICS	8	8
▶ SOUND	6	6
▶ VALUE	8	8
▶ PLAYABLITY	9	9

THAI BOXING

- MACHINE: AMSTRAD 464/664 AND 6128 TAPE OR DISK
- SUPPLIER: ANCO
- PRICE: £7.95
- VERSION TESTED:AMSTRAD TAPE
- REVIEWER : DAVID

The games software industry is often alarmingly leechlike in its inability to let go of a subject once in it's grasp.

So here is yet another martial arts game. This time *Thai Boxing* which combines the speed of the karate black belt with the brute strength of the boxer.

Although the blurb on the box would have you believe otherwise — "eight levels with superbly detailed backdrops" — there are in fact four different backdrops, each of which is used for two skill levels. The graphics are in four colour mode and possess a kind of rugged, back street quality, which may well reflect the type of individual who indulges in this "sport".

Thai Boxing features the usual kick, punch-block types moves but the quality of sprite animation falls far short of the Amstrad version of *Fist* for example.

There are, though, some nice touches including a more "3D" approach to a combat game where you can stand directly behind or in front of your opponent rather than just to either side.

You can also graphically see the facial damage being inflicted on each player as bruises and then blood start to appear to close-ups of their faces shown at the top of the screen.

Each players stamina is shown as a scrolling bar at the top of the screen and you lose if your stamina decreases to zero, but for an eight level game, level one is surprisingly difficult which may stop many players wanting, or being able to, reach even levels two and three.

Despite having good atmospheric backdrops, *Thai Boxing* is let down by poor animation and sound.

▶ GRAPHICS	6
▶ SOUND	3
▶ VALUE	4
▶ PLAYABILITY	5

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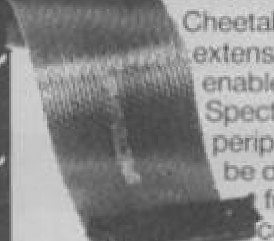

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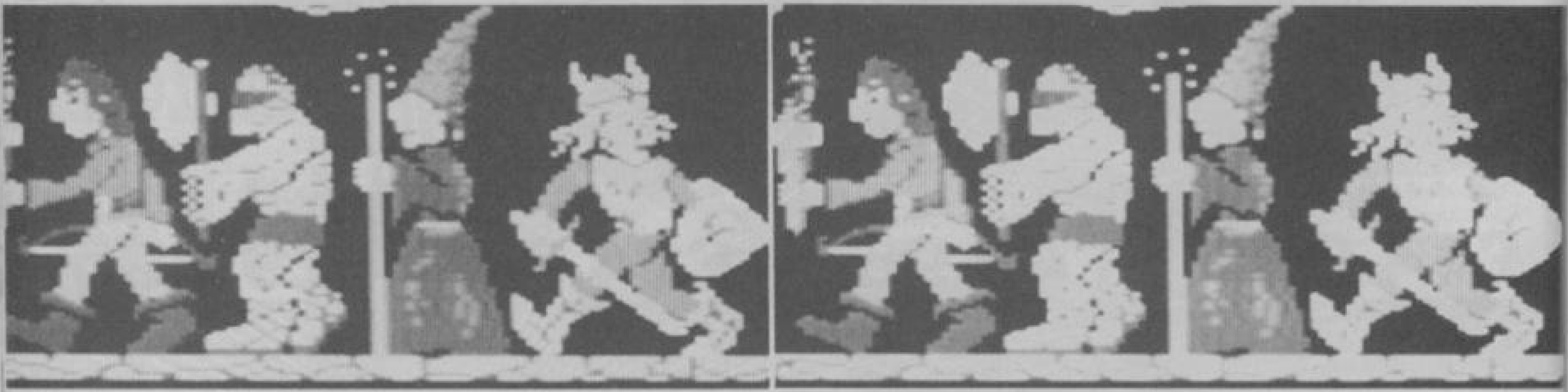
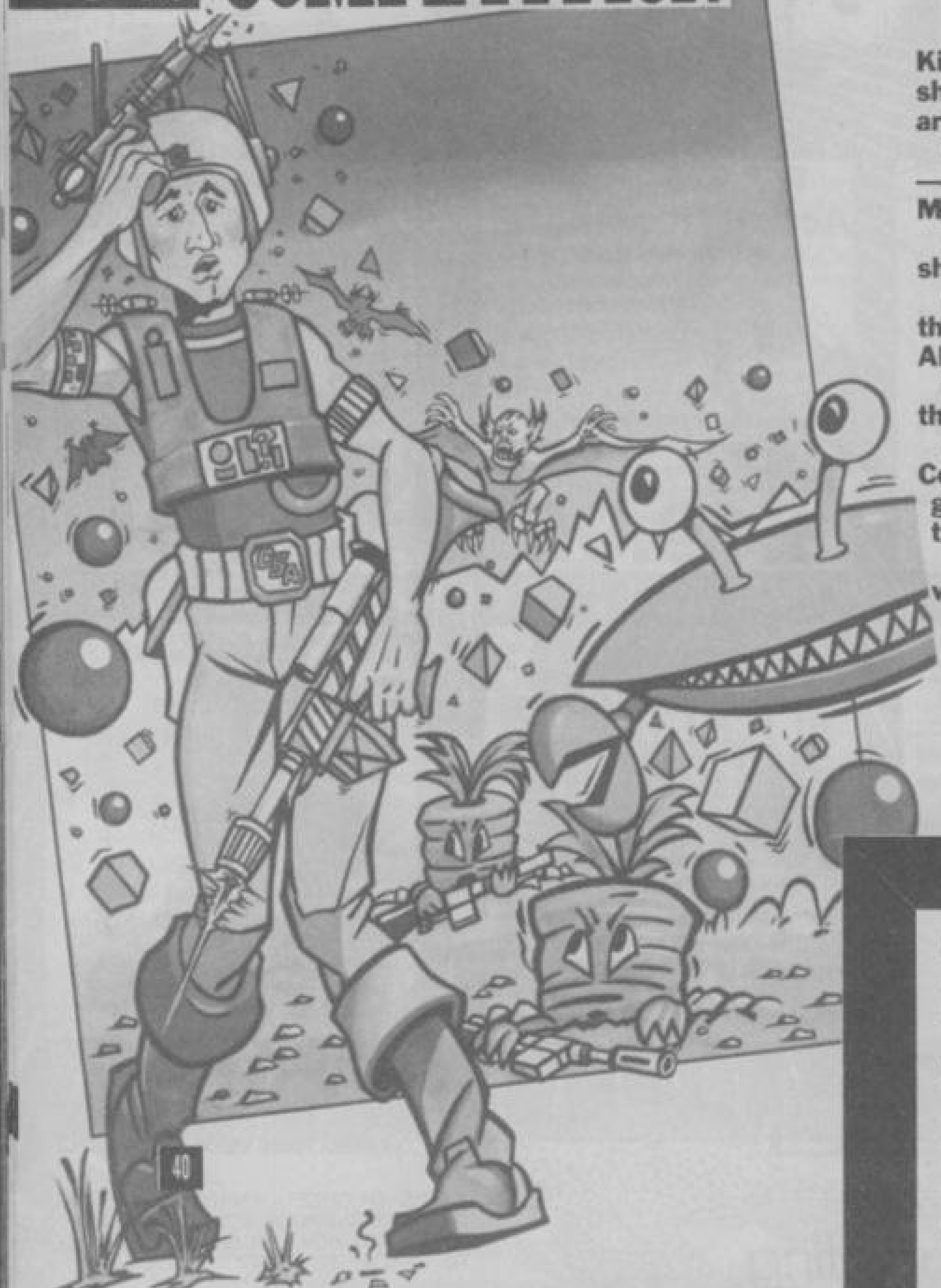


C+VG COMPETITION

cosmic shock absorber



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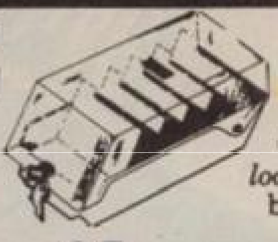

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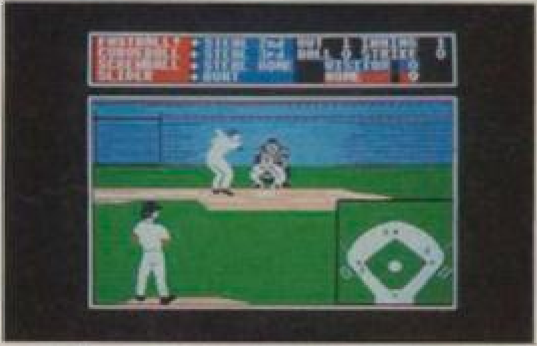

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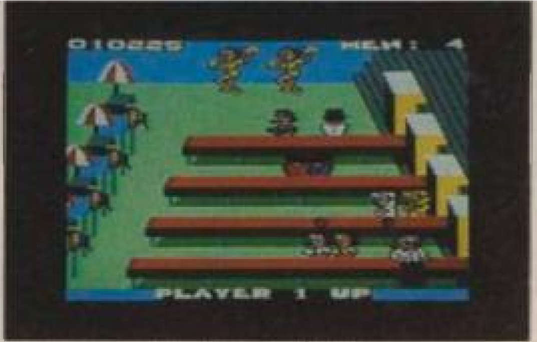

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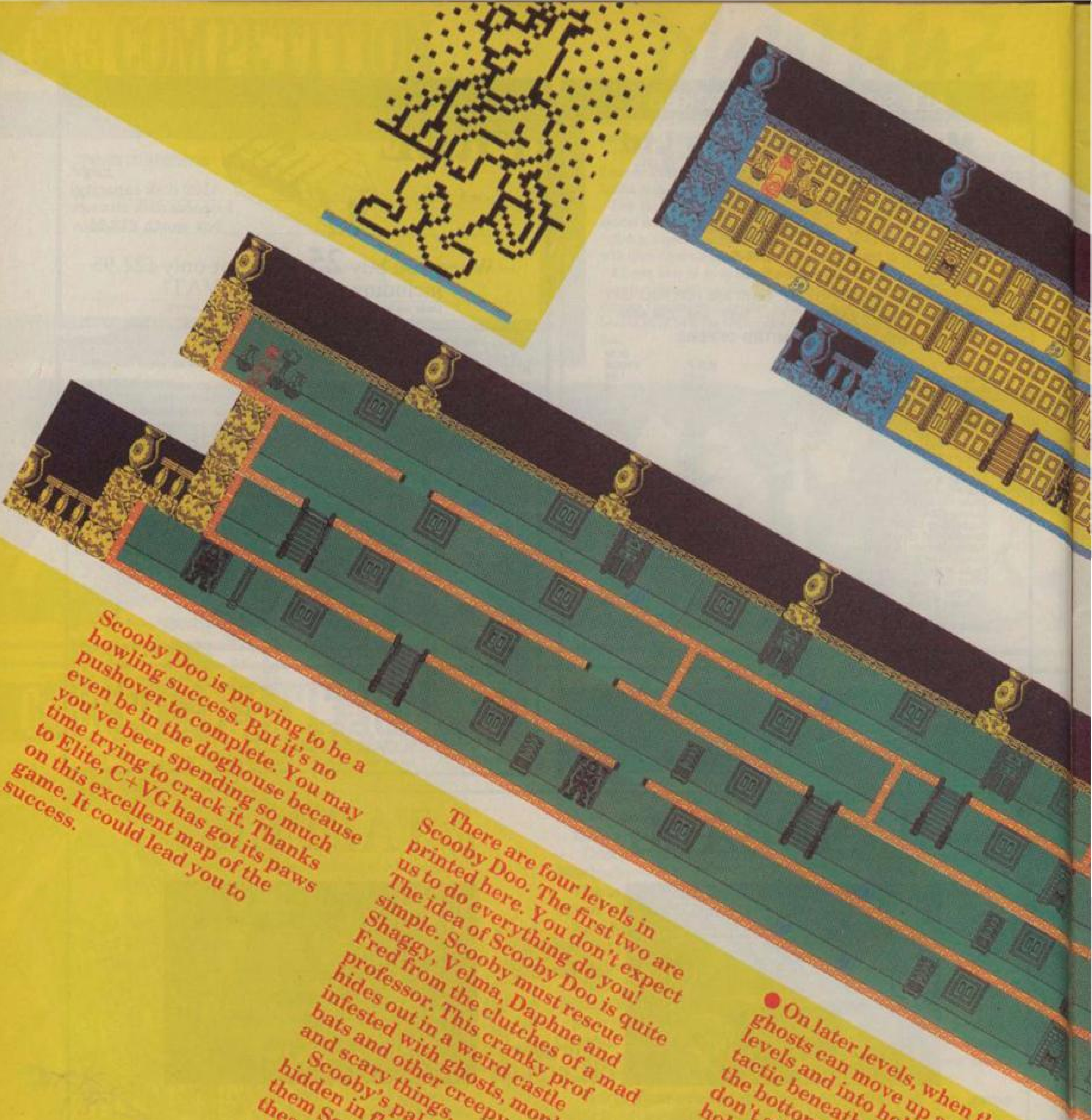

Scooby Doo is proving to be a howling success. But it's no pushover to complete. You may even be in the doghouse because you've been spending so much time trying to crack it. Thanks to Elite, C+VG has got its paws on this excellent map of the game. It could lead you to success.

There are four levels in Scooby Doo. The first two are printed here. You don't expect us to do everything do you! The idea of Scooby Doo is quite simple. Scooby must rescue Shaggy, Velma, Daphne and Fred from the clutches of a mad professor. This cranky prof hides out in a weird castle infested with ghosts, monks, bats and other creepy, horrible and scary things.

Scooby's pals have been hidden in flasks. But to get to them Scooby must overcome all these nasties.

In a further fit of generosity, Elite has supplied these playing hints and tips to help you.

- Play the practice modes until you are sure of the screen lay-outs.
- To pass a door, stand by it with Scooby punching. As soon as the ghost comes out of the door he will be killed. You then have plenty of time to dash past the door. No other ghost will come out for five seconds.
- On later levels, when the ghosts can move up and down levels and into holes, repeat this tactic beneath the holes and at the bottom of the stairs. But don't stand directly under the holes or on the stairs.
- Don't try and outrun the ghosts. Stop, turn round and kill them. If you get stuck in a tricky positon it also pays to follow this tactic. Not only will lots of nasties get killed but your score also increases.
- Don't be surprised if you fall down holes on later levels.
- Make sure you can jump holes.

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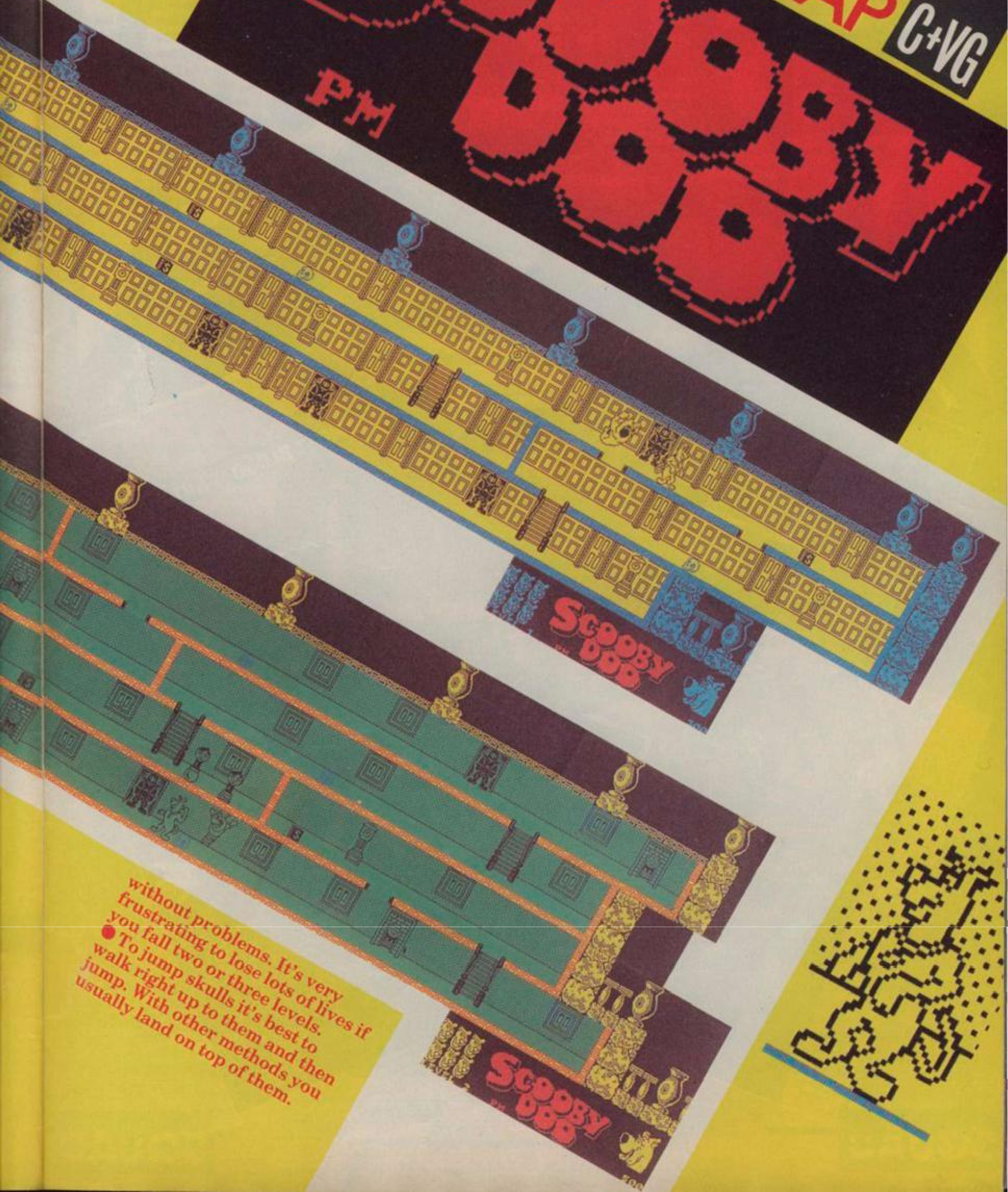
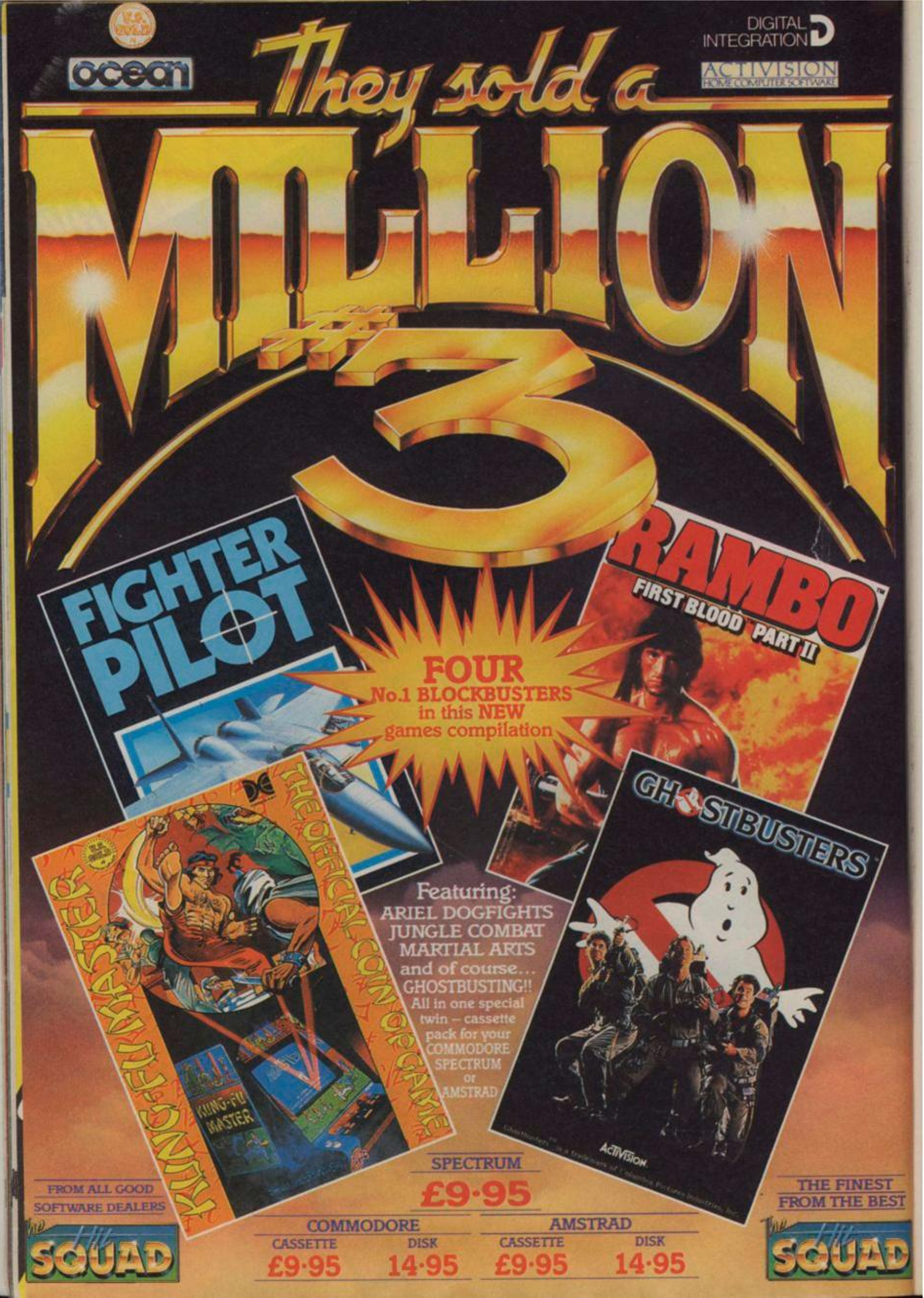
SCOOBY DOO



without problems. It's very frustrating to lose lots of lives if you fall two or three levels.

● To jump skulls it's best to walk right up to them and then jump. With other methods you usually land on top of them.



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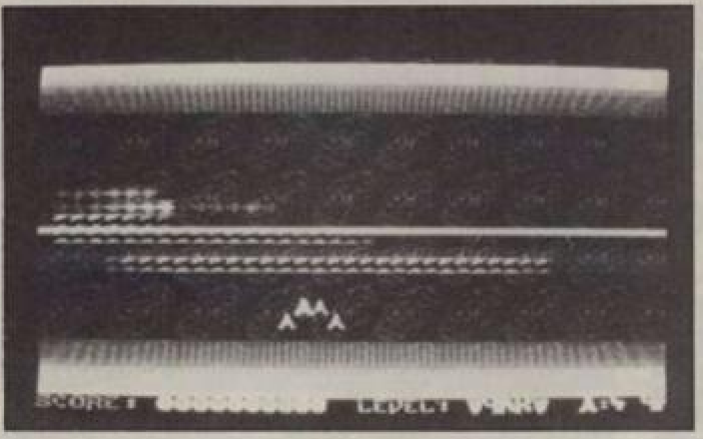
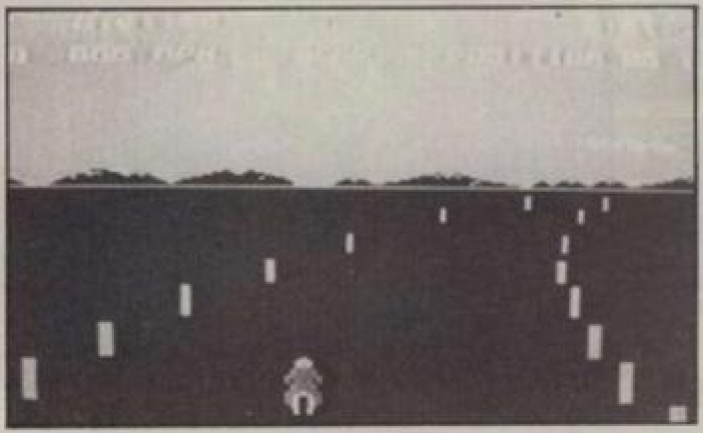
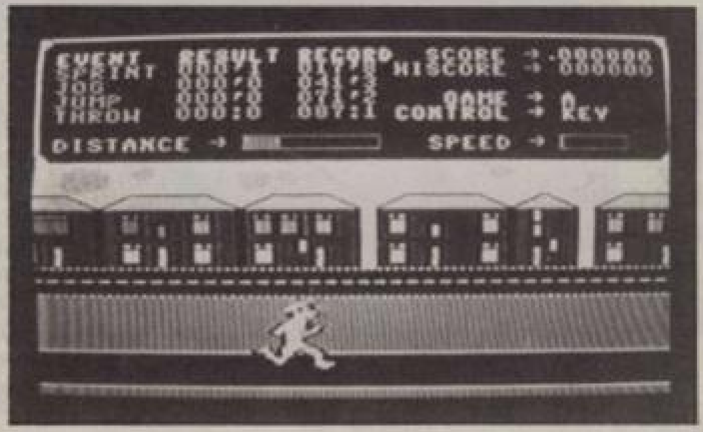
C16 ROUND-UP

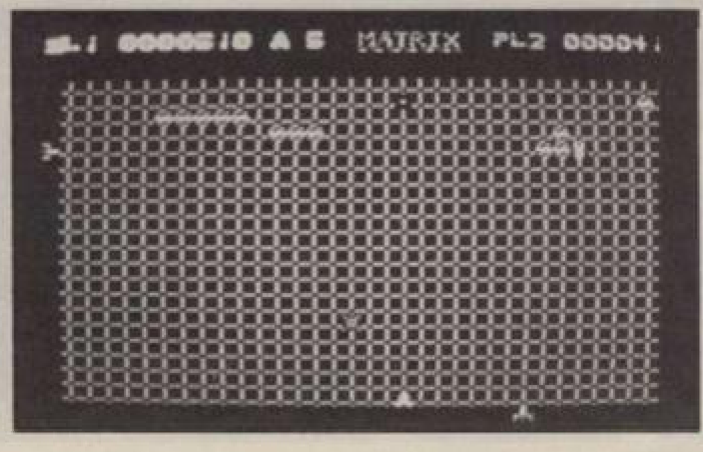
The word from the streets is that C16 games are still selling like hot cakes. C+VG's Hot Gossiper Tony Takoushi gets as heated as his computer in this round-up of the good, the bad and the ugly C16 games.

MATRIX ● STREET OLYMPICS ● SPEED KING ● VOID RUNNER









I approached this C16 games feature expecting the worst, and boy I wasn't disappointed! I ploughed my way through 18 games and came close to giving up. The technical standard was OK but the game designs were generally bog-standard BORING.

Before I delve into the games I need to say that I have written two games for the C16/Plus 4, *Hyperforce* and *Starburst*. I will not break one of my own rules and review them. All I will say is that *Hyperforce* received 48 out of 50 points in *Commodore User*, and 8 out of 10 in *CCI* — the two main C16 mags. The general concensus on *Starburst* from mags is that it is better. C16 owners can decide for themselves. . .

There are five games that stand out from the rest and these are *Voidrunner, Speed King, Tombs of Tarrabash, Street Olympics* and *Matrix/Laserzone*.

Voidrunner shows just what can be achieved on the C16. Great colours, VERY fast action and loads of different levels to work through.

It's the follow up to *Gridrunner* and *Matrix* — two of Mr Minter's classics.

You control blasters on a grid with aliens coming at you every which way and then some! You have to 'take out those aliens'.

Only one criticism of this game. It is two cluttered on-screen. The aliens are frequently lost in the backdrops. After a few games it was easier to spot them. But the basic problem still remains . . .

Speed King is a goody. It's a motorbike racing simulator and I expected this to be very crude and unplayable — but I actually enjoyed playing it. Eat your words TAK! The graphics are good, sound grates a bit, but it IS playable. There's a choice of tracks for long term interest.

For all my hang-ups with ladders and ramps I did enjoy *Tombs of Tarrabash*. It is L+R, pure and simple. The graphics are very good with a nice little jingle and sound effects. You have to work your way through four levels to free a princess (yawn).

Each level is littered with puzzles to solve and guardians to shoot.

I always say there is room for definitive versions of arcade classics and *Street Olympics* fits the bill perfectly for Konami's *Hypersports*.

There are four events, 200 metres, 800 metre jog, long jump and putting the shot — a very wierd looking shot this, it may have been a brick!

Very tasty graphics slick smooth scrolling backdrops and it plays quite well. If you want a sports-sim then go for this one.

The last goody is *Matrix* and *Laserzone*, two of Jeff Minter's golden oldies. Both are good shoot 'em ups with *Matrix* standing out as the better of the two. They come on one tape and it's very good value for cash.

In the six to two star ratings there is a mixed bag of poor to mediocre software.

Finders Keepers goes back to ladders and ramps. You are trapped in a castle and have to collect as much loot as possible whilst avoiding the nasties. It has good graphics, horrible sound and reasonable playability, not brilliant.

Pod is a classic shoot 'em up. You are on a grid with zillions of aliens attackng you from all sides. Sound familiar? You have to survive a time limit before advancing to the next round. This has good sound, reasonable graphics although playability was a bit iffy in places.

My only real gripe with this was that it is a blatant rip-off of *Gridrunner*, even the character was virtually identical. BORING!

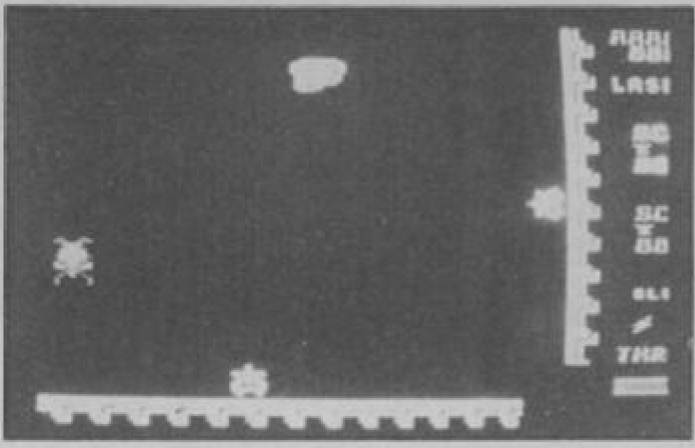
Video Meanies is another L+R offering from Mastertronics. You have to move from room to room switching off videos the master of the house has left on.

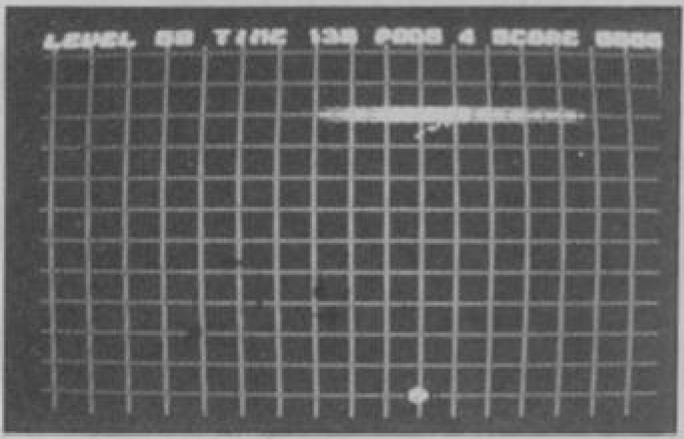
Graphics are fairly simple but neat on the eye, sound is oommphy and it plays at a fair old pace. Again nothing special to draw you back.

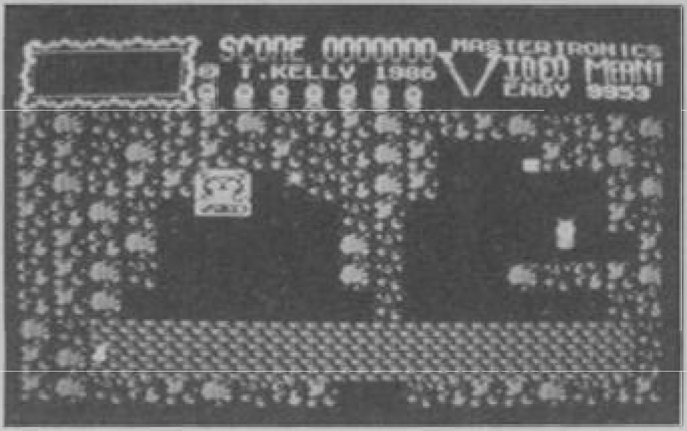
Auriga is a shoot 'em up with pretty colours and good sound. You control a ship on the bottom of the screen and move left and right shooting at aliens coming down the screen at you. After a couple of screens it gets unplayable. It's fun for a while

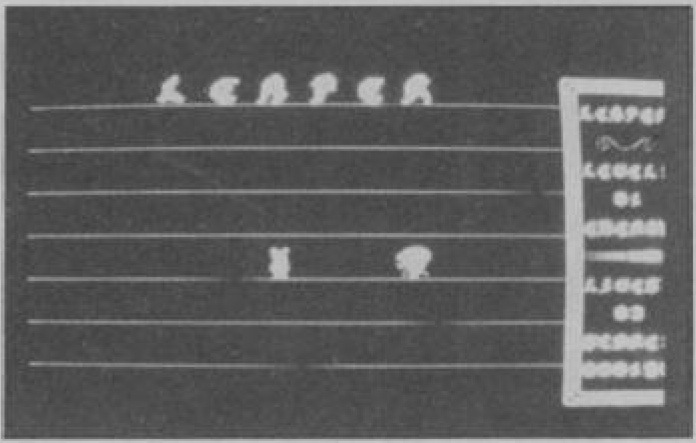
C16

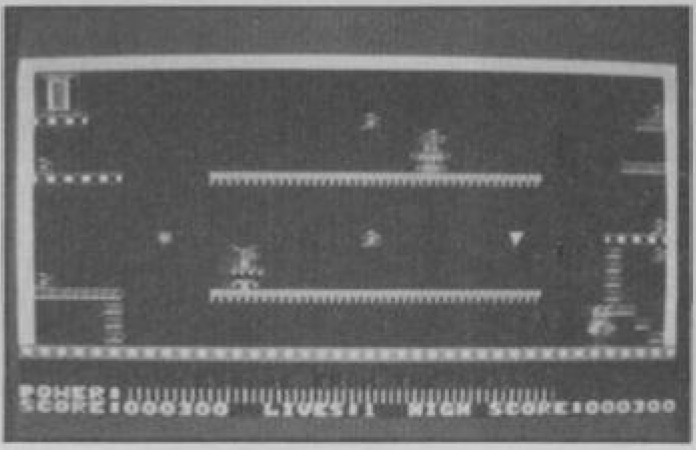
LEAPING LOUIE ● LEAPER ● VIDEO MEANIES ● POD ● LASER ZONE











but lacks the grab factor.

I enjoy a good game of *Mr Do* on my Colecovision and I quite look forward to playing *Tutti Frutti* on the C16.

It is a close copy of the arcade original. From the demo it had quite a few screens to work through and it is very well presented. I had one slight problem with the game. The joystick would not move to the left of the screen. I changed joysticks — and later reloaded the tape — but still no change. So for those of you who like playing on half the screen, GO FOR IT!

Winter Olympics! Could this challenge *Street Olympics* for the gold medal for C16 sports simulation? NO!

It offers six events: Speed Skating, Ski-Jump, Cresta Run, Ski Slalom, Curling and, appropriately enough, Downhill.

Barring the odd pretty backdrop this has very little to offer. Playability is virtually non-existent and sound is poor. Steer clear of this one.

International Karate was always going to be a let down after the superlative C64 version. The graphics are relatively poor and the animation on the characters is very slow and hard to distinguish/implement.

Dirty Den conjured up pictures of the man himself doing dastardly deeds to his ever suffering wife Angie.

No such luck. In fact this game has nothing to do with *EastEnders* and the title is misleading.

It's good old L+R with you working your way through various rooms trying to find your fair maiden (yawn). Crude graphics, painful sound and bad playability. Buy this at your peril.

Gremlin's *Exellor 8* is a riping little maze game — easily mapped — in which you zap the baddies. Good Fun.

Leaper is a copy of an old Imagine title called *Jumpin' Jack*. You have to work your way up the screen jumping from platform to platform to the top row where you switch on a series of lights.

Very simple to play but absorbing and fun. At least the original was.

Again, there were joystick/keyboard problems and it was impossible to play properly.

Why Mastertronic released the game *Kane* on the C16 is beyond me. It features two quite basic Wild West backdrops and you fire at birds flyng past with the aid of a cursor and then take on outlaws in a town. This is real crud stuff, boring, repetitive and totally mindless.

Leaping Louie will have you leaping around wondering why you bought it! It is a platform game with poor graphics and playability. Less said the better.

The final offering is *Jailbreak* from Bug-Byte. This is a copy of the grand-daddy of all video-games, *Breakout*. This version is jerky, dull and very boring. Keep away from this one.

I'm sorry to be so negative on the vast majority of the games. I have looked at. BUT they really are so very poor. Software houses have released just about anything they can to make a killing.

The good news is that 90 per cent of all C16 titles sell at £1.99 or £2.99.

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Speed King	Mastertronic	7
Tarrabash	Audiogenic	7
Hyperforce	Ariolasoft	N/A
Starburst	Ariolasoft	N/A
Matrix/ Lazerzone	Ariolasoft	7
Street Olympics	Mastertronic	7
Finders Keepers	Mastertronic	6
Pod	Mastertronic	6
Video Meanies	Mastertronic	6
Auriga	Players	6
Tutti Futti	Mastertronic	5
Winter Olympics	Tynesoft	5
International Karate	Endurance	5
Dirty Den	Probe	4
Leaper	Bug-Byte	4
Kane	Mastertronic	3
Leapin' Louie	Audiogenic	3
Jailbreak	Bug-Byte	2
Myriad	Atlantis	Faulty
Powerball	Mastertronic	7
Xcellor 8	Gremlin	6
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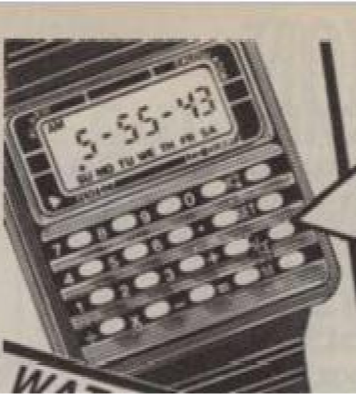

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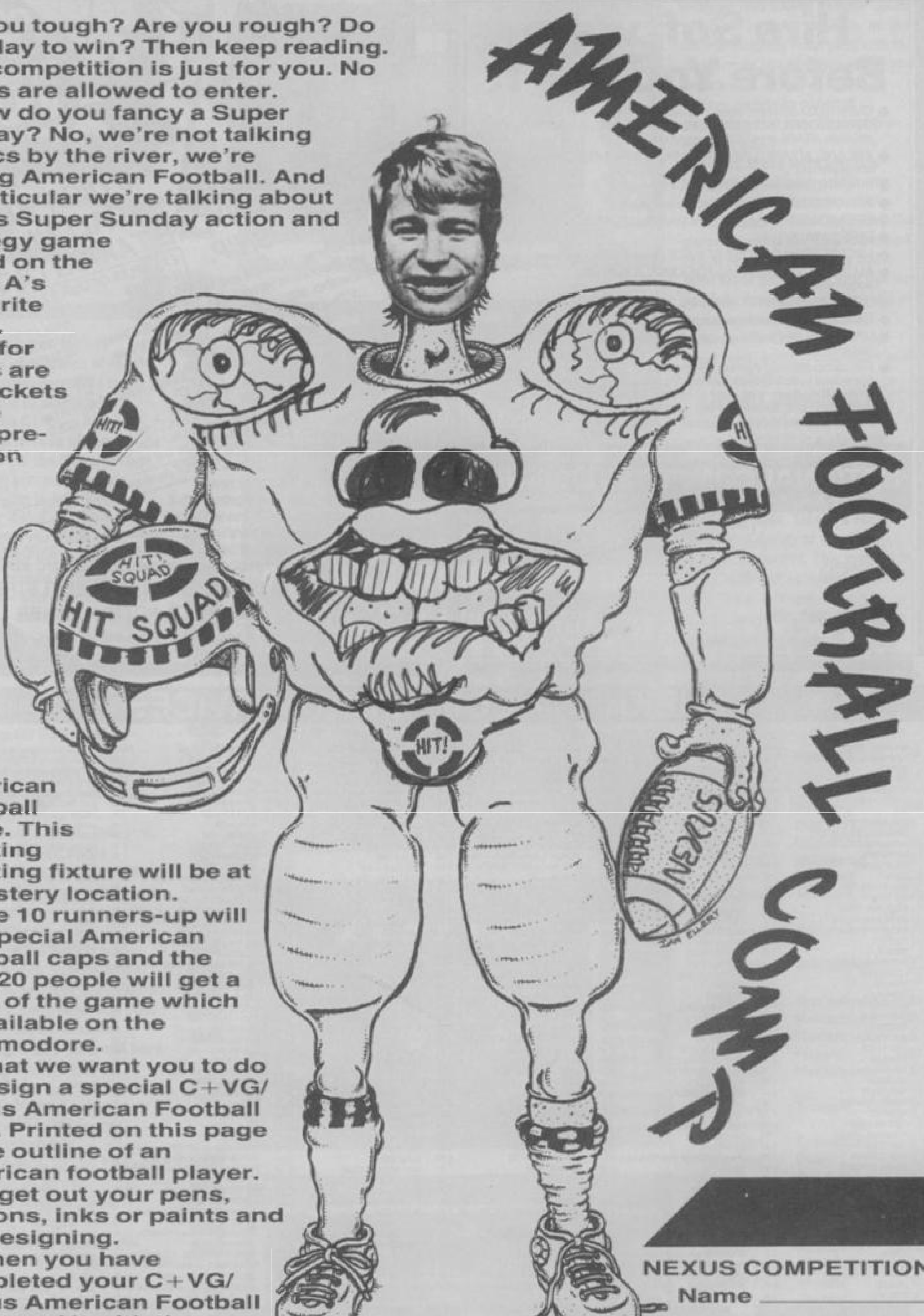

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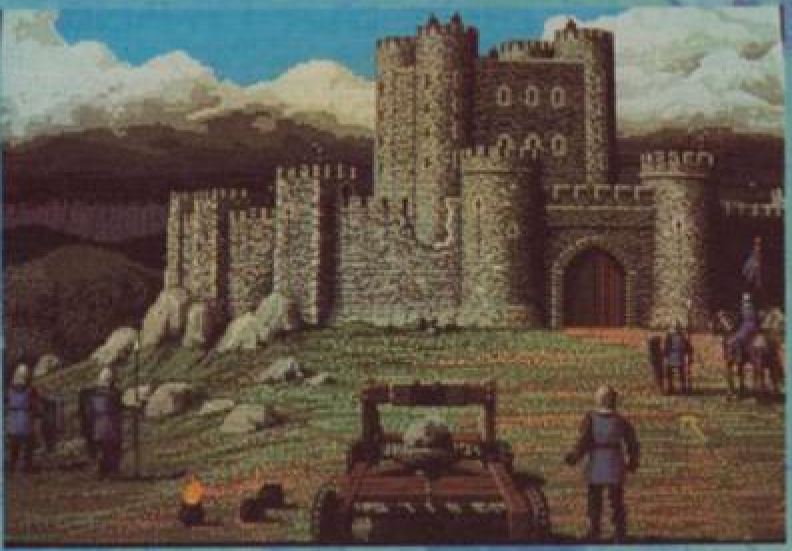
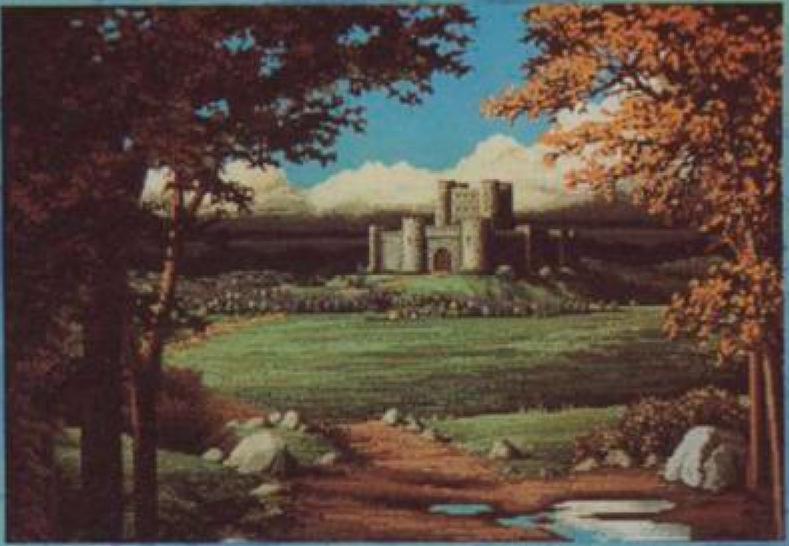




just like the movies..

The new buzz word for computer game players in America is "movie-program." The action is supposed to be as nearly as good as that of the silver screen. C+VG's ever-vigilant US correspondent, Marshall M. Rosenthal, has been checking out the first wave of Cinemaware. And he likes what he sees. You'll like it too.

Great graphics. Terrific sound. Fantastic game-play. Those words are used countless times to describe games that are "almost" ready to be released. Unfortunately, few live up to the claims.

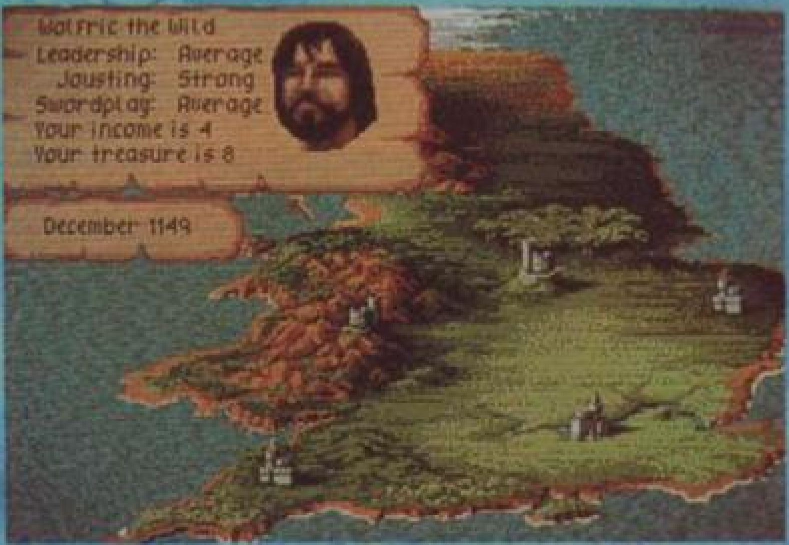
Cinemaware, however, has kept their word and delivered great adventures that match any action movie — with arcade action, strategy, state of the art graphics and sound that'll knock your socks off, plus a story line sure to keep you involved.

Defender of the Crown has set a standard that others will be hard pressed to meet. Role playing has never been easier, or more fun. Simply put, it's 1491, the King of England has been assassinated and all the land is now up for grabs.

It falls on you to become one of four Saxon knights and strive for fame and glory (the computer takes on the roles of all the other characters). Each knight has attributes that dictate his life, as well as a castle and small army to start.

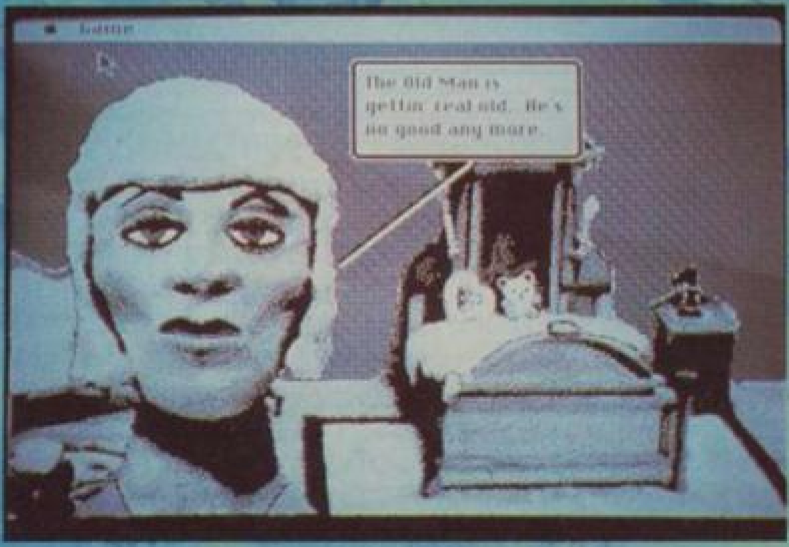
Wolfric the Wild is good at jousting. Wilfred of Ivanhoe is only so-so with a sword. Cedric of Rotherwood is a strong and able leader. Through boldness and strategy, you must increase your holdings, defeat the other knights, and take on the Norman conquerors as well.

Leadership is a quality to improve upon as well. Never forego the opportunity to rescue a fair damsel in distress. Besides certain rewards (which are graphically portrayed when the time is right), this will make your men proud of you. Being admired means having a stronger and more efficient army. This can make all the

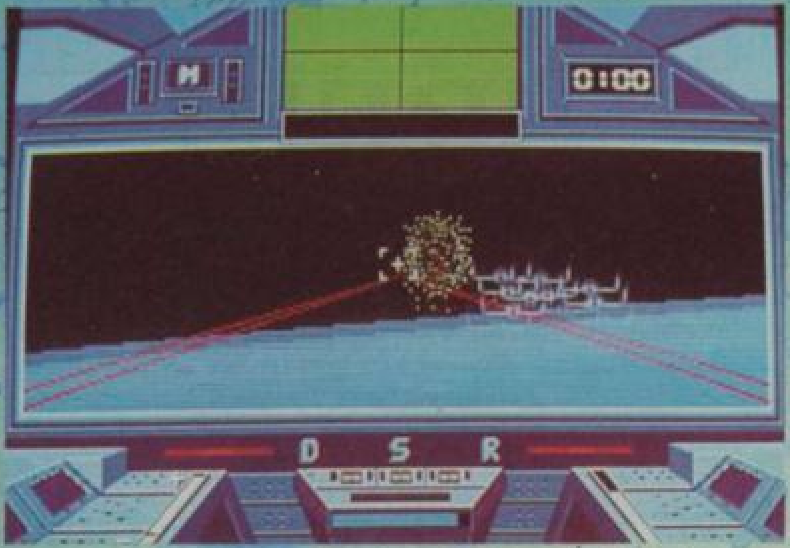


Wolfric the Wild
Leadership: Average
Jousting: Strong
Swordplay: Average
Your income is 4
Your treasure is 8

December 1149



The Old Man is gettin real old. He's no good any more.



difference during your struggle to restore order to the land.

But the game-play's the thing (to paraphrase the Bard so badly as to incur the wrath of all the literary world).

Jousting in the Tournament is accompanied by the digitised sound of horses — you almost don't notice your opponent's lance working its way towards your nose (make sure that yours is aimed at his head or chest — knocking down the horse is a black deed against the code of chivalry).

The castle is beautifully rendered, by the way, with little touches like fog in the distance and reflections in the water. Everything is controlled by moving the mouse and using one button (the left). No keyboard or complicated sequences to learn.

Two disks ensure a lot of action on the Amiga. My only complaint is that a disk swap is necessary during the love scene (it's the purist in me). **Defenders** has a lot going for it, so get going and get it.

From one battlefield to another we go. Steeds are replaced by black sedans, and sword and mace give way to the Tommygun. It's the 1920s, the era of the Flapper, art-deco, prohibition. You are Pinky Callahan, a smart young tough in the Northside organisation. With a little luck (and some violent behaviour), you intend to take over first the leadership of the Northside and then all of Chicago. The next year — 1934 will see a meeting of all the crime heads in New York, and the establishment of Murder Inc. If you can become Overlord of the city's territories within the three year time limit, the Big Boys will let you keep the city.

Your first objective will be to eliminate the Old Man, present head of the Northside Organisation. You'll also have to try and swing Ben over to your side (a crafty and devious old bird whose advice can be helpful). Plus build the right rapport with Bull, the loyal thug with the brain power of a flea, and Peepers, one of the Northside boys.

The Southside opposition leads off with Tony Santucci, Capone's heir and a devious and deadly man. Only slightly less so is his sidekick Guido — less devious that is, but just as dangerous.

Tom Malone is a flatfoot, a cop you grew up with and a real pain because he won't be bought. Adding to your grief is your overly sentimental Mama, the corrupt Westside Ward Boss, Alderman Burke, and Andy the kid.

Finally, there's Lola, your girl, a brash gun moll with a soft touch (like a pickpocket that is) combined with a dangerous temper. Everyone has their own distinct personality which changes depending on their feelings to what is going on, as well as to how they are treated by Pinky.

You must learn how to take advantage of these feelings, probing for weaknesses and ways to control people. This can be effected through such "tools of the trade" as bribery, murder and betrayal.

Being in black and white (on the MacIntosh) has its advantages. Old mobster movies of the '30s and '40s didn't go for long shots of scenary.

They concentrated on close-ups and small details; a hand snapping the brim of a hat, light falling across a brow, a creased pants leg dirty with dark blood.

King distills this down further to the most important of details, the faces.

Thought balloons convey choices, and you must select one quickly or Pinky will do it himself. Every decision is cause and effect.

A map shows the territories to fight for; the North, West, South, and the downtown area.

On screen, a small fly buzzes around. Position the fly over the choice desired when the thought balloons appear. There will also be times when Pinky will think about drawing his rod (gun to you, folks). It will then be up to you whether he threatens with it, or pumps the target with lead.

Now we move onward in time, and upward. Sloan McCendrik is having an "average" day on board the US Space Station, some 23,000 miles above the Earth. As Sloan, you are in charge of maintaining and protecting America's 12 orbiting weapon satellites which form the SDI (Strategic Defence Initiative).

Suddenly a warning comes through the comm-link from Washington; a squadron of KGB fanatics have taken over the Kremlin and are preparing to attack the US.

At this moment, a fleet of deadly space fighter-ships are storming Russia's nearby space base, the VI Lenin. Which means that Lenin's Commander, Natayla (Tayla) Kazarian is in big trouble. This makes you very angry since you and her go way back (yes, I do mean in "that" way). What makes it even worse is that a squadron of fighters are now on their way towards you.

Enter your space ship, check systems (fuel, shields, radio, scanner, engines) and launch. The Satellites must be protected from destruction!

Switching to an overview map lets you scan a radar-like view of the entire area, as well as readjusting your position relative to the US Space Station.

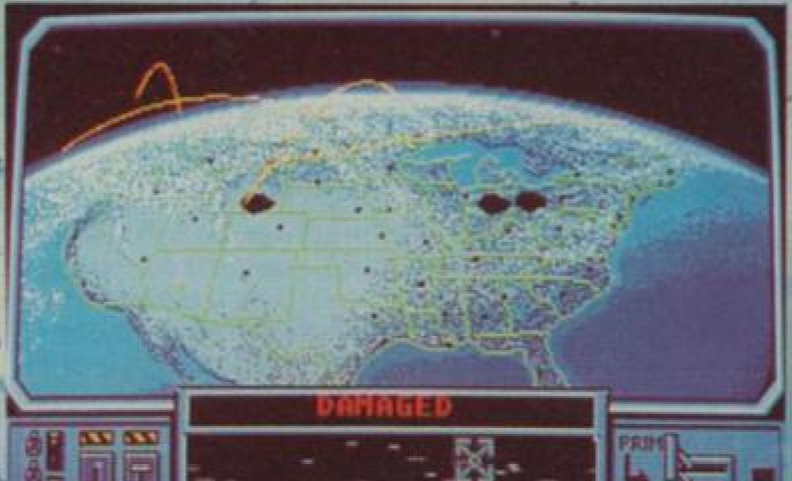
Suddenly a missile strike is detected, and the countdown begins of impending impact. Quickly return to the US Station and activate the particle beam defence system. Watch the ICBM trajectory blossom over the US, set co-ordinates for the beam. hit the system switch and let 'er rip!

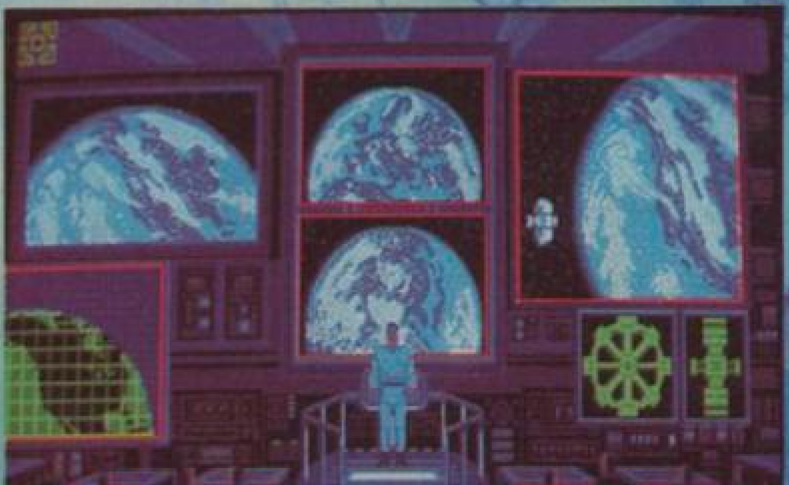
Remember, disabled satellites create "holes" which the missiles can safely fall through. Also, there are still plenty of fighters out there trying their best to reduce your operation to rubble.

You might receive a message from Tayla asking for help. If so, dock with the V.I. Lenin and prepare your trigger finger. KGB goons will pop up from doorway or floor panels. Quickly aim your target scope and laze them out — then run to the end of the corridor. Just hope none remains to blast at you (lowering your strength meter). Complete this high-tech gauntlet and enjoy the rewards of freeing her.

The most arcade oriented of all three games, **SDI** places the emphasis on action. All controls are handled by the joystick (which could be a touch more responsive in the flying scenes), and there are many incidental screens to add to the excitement. Sloan ducking behind a bulkhead to avoid a laser blast is just one of the many nice touches popping up in the game. Another is that a Ramdisk can also be created which holds the contents of the second disk and speeds up data transfer (on the Atari 1040ST). Graphics are crisp and 3-D perspectives abound.

Two new interactive games planned are **Sinbad and the Throne of the Falcons** and **Star Rush**. **Sinbad** features dueling sequences for the hard-core action fan (and the Princess at her bath for everyone else), while **Star Rush** sends you out amidst the galaxy.





I.D.E.A.S CENTRAL

Hi Melissa here. This month we have some pretty good hints, tips and pokes along with maps of Dandy levels 4, 5, 6 and Storm for the Spectrum. So what are you waiting for, get reading! Remember to send your letters to Melissa Ravenflame, I.D.E.A.S Central, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And don't forget to enclose a recent photograph of yourself. See you next issue!

SPECTRUM

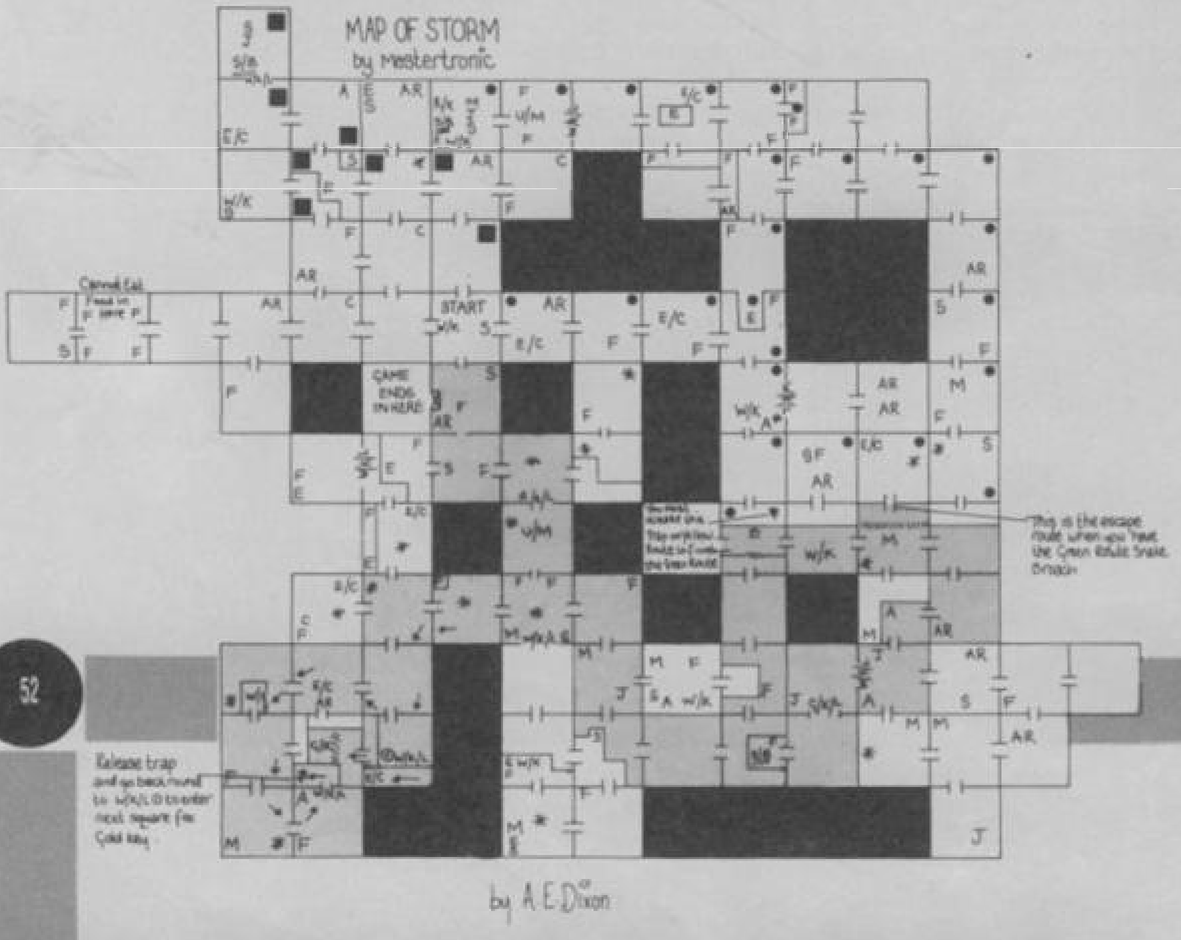
Mastertronic's budget game Storm has been given the breakdown by Anthony Dixon of the West Midlands. With the help of this detailed map and his hints, you should have no problem with the game. In order to free your girlfriend from Una's Lair you have to collect the three snake broaches.

When you are in the Yellow route you will see a trap that must be released or you won't be able to finish the green route. Also you can collect the Green route Snake Broach and escape along the Yellow route so, it is best to leave a bit of food and armour untouched just in case you run low on energy.

It is best to study the route you are going to go along. The blue route is easy, but on the yellow route you need to go and collect food/energy from other squares, so that you have enough to finish the game. The Green route is awkward — you need to collect the Gold key, BUT, you must open the trap first. Then go back the way you came and open the White Door lock, before you can go into the Gold key square. After that it is a straight forward run to the snake broach. Anthony also sent in these games tips for Cobra.

On level one you play from left to right. When you have the Laser machine gun, go and get the Invincible pill as soon as you can. Then you will be able to shoot the nasties without being harmed by them. When you get to the castle scene you get up to and then climb along the ledge. From there drop down and get the knife pill. As soon as you have this drop down and get back up to the ledge. Go to the gap and stay there. You can easily head butt your opponents, as they only come in one or twos. Soon you will have an empty screen and you will go onto level 2. Play from left to right. The third pill you come to is the Invincible pill, remember where it is and go and get the Laser machine gun. Then fight your way back to where the Invincible pill was.

Drop onto the ledge on your right. No nasty can attack you from behind so just be careful of your front. There are two ledges to defend yourself and your girlfriend from. Watch out for the missiles. In time the nasties will give up and you

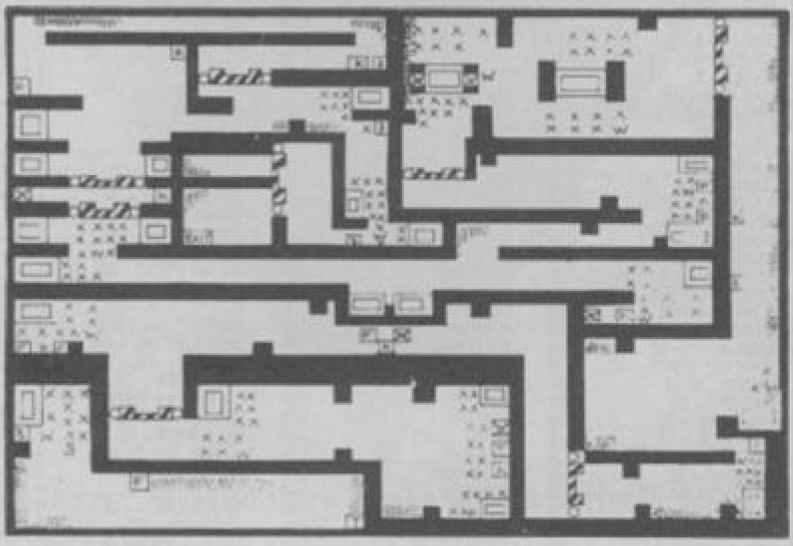

MAP OF STORM
by Mastertronic
START
GAME ENDS IN HERE
Release trap and go back round to W/K/L to enter next square for Gold key
This is the escape route when you have the Green Route Snake Broach
by A.E.Dixon

▨ = GREEN Route
● = YELLOW ROUTE
■ = Blue ROUTE
S = SCROLLS A = AMULET
M = MASK AR = ARMOUR
U/M = USE MASK F = FOOD
E/C } = TRAP RELEASE
E = ENERGY RESTORER
S/B = SNAKE BROACH
W/K = WHITE KEY
R/K = RED KEY
G/K = GOLD KEY
W/K/L) THE LOCK THAT THE COLOUR
R/K/L } = KEY WILL OPEN (ONCE
G/K/L) OPENED IT WILL STAY OPEN)
C = COFFIN MOVES
☒ = UNA'S LAIR ENTRANCE
\\\\ = BROKEN LINES INDICATE THAT AN OPENING APPEARS WHEN A TRAP IS RELEASED

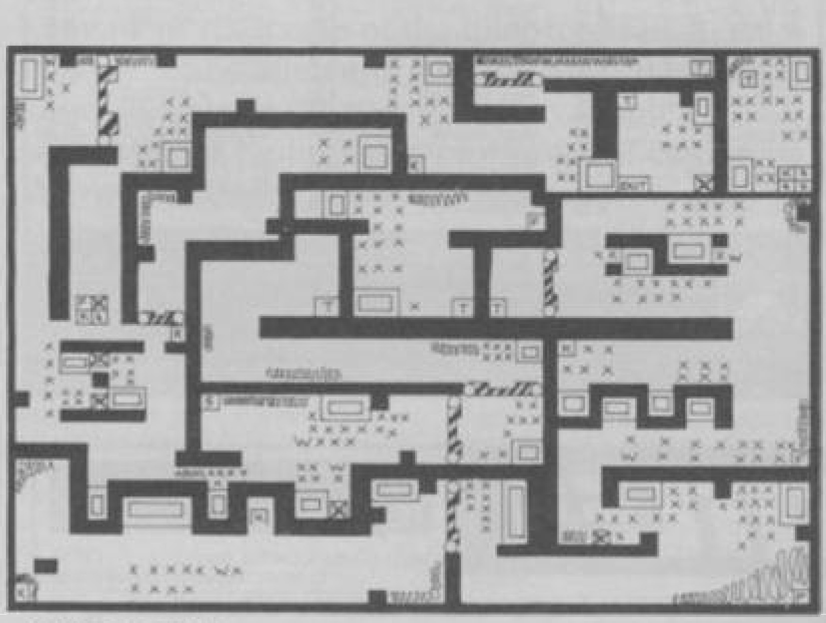
SUGGESTIONS
① GO BY YELLOW ROUTE FIRST
② THEN GREEN ROUTE
③ THEN BLUE ROUTE

WATCH OUT FOR THE NASTIES!

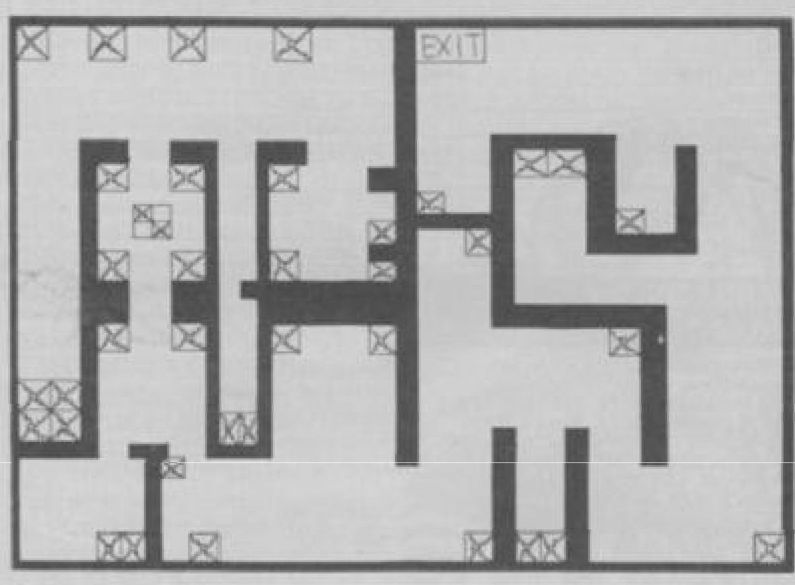
SPECTRUM ● SPECTRUM ● SPECTRUM



● *Dandy Level 4*



● *Dandy Level 5*



● *Dandy Level 6*

move onto Level three. This time you play from right to left. The third weapon is the Invincible pill, but you will find it is better to leave that alone and go left and get the last weapon pill. Then fight your way back to the Invincible pill. Do not use it — yet! Stand to the left of this pill and you are safe from the nasties on your right. It is not too difficult to keep disposing of the nasties that come from your left. Once again watch out for the missiles. In time the nasties will give up. Then the Slasher appears. Use the Invincible pill and jump down and head butt the Slasher. You have completed the game and ready for a fresh one — watch out it is much faster.

● Last month we published the first three levels to Dandy which was compiled by C+VG readers Danny Blakman and Nigel Davies. Here are the next three levels. After that you are on your own!!

ATARI ● ATARI

Klaus Wagner comes from a very unusual sounding place — Amanzimtoti — but he does have some tips for Atari users. First one up is Bounty Bob Strikes Back. On level one immediately after picking up the flower pot hold down four and start to warp to level four. In level three immediately after picking up the coffee pot hold down eight to warp to level eight. On level 10 immediately after picking up the pitch fork hold down five and start to warp to level 14. After picking up the goblet on level three hold down one and start to warp to level 15. In level 16 set tube one to the left and after picking up the pie, press nine and hold down start to warp to level 19, and then on level two, kill all the aliens and then after picking up the paint roller press three and hold down to warp to level 22.

Klaus also has the first six passwords on One Man and His Droid. They are bubble, atari, finders, genetic, zapped, and megasonic.

Someone else with a cheat mode for the Atari is Luke Smith of St Albans which seems a bit nearer home. His cheat is for *the Last V8* — press break during loading when the tape counter is at about 187. The title page will appear. Start the game and travel along the road as normal. The road should disappear, speed up to full and move very slowly down. A message should flash 'Entering Inner-City' and believe it or not you will be in the . . . Inner-City. Easy isn't it!

BBC ● BBC

Meet another one of our readers — Neil Walker of Stockport. Neil received a copy of Yie Ar Kung Fu II for Xmas and noticed that you could get extra energy while drinking Oo-long Tea. To do this you need five leafs of tea, then press T. To finish the eight scenes and go on, all you need to do is keep your finger on T and your energy will stay high until you take your finger off. This will not register on the high score table.

ELITE ● ELITE

Elite has been in touch with I.C. and asked us to pass the following information on to you. Some of their *Hit Pak*'s for the CBM 64 appear to be causing problems with the loading of boxer number two on *Frank Bruno's Boxing*. You should follow the following instructions.

Enter your name as "ABC". Then to load each boxer

Canadian Crusher	A6CAAA6AK
Fling Long Chop	AA6AAA4AK
Andra Puncerodov	A4AAAA2AK
Tribal Trouble	A84AAAAK
Frenchie	A28AAA8AK
Ravioli Mafiosi	A58AAA6AK
Antipodean Andy	A95AAA4AK
Peter Perfect	A39AAA2AK

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C+VG
PLAY BY MAIL

Hi there! Wayne here again with another report about the wonderful world of PBM — that's Play-By-Mail for those of you who don't know. I'm chairman of the Play-by-Mail Players Association and each month I'll be teling you about the new games available, offering FREE play tests, news and, of course, Wayne's Wonder Offer. Plus lots more!

Thanks to all you C+VG readers who turned up at the PBM conference last month. I hope you had a great time and look forward to meeting you all next year.

If you have any comments, good or bad, about the conference, please feel free to drop me a line via the mag. A couple of FREE start-ups will be forthcoming to the writers of the most interesting letters.

As witnessed at the conference, although Play By Mail games are springing up all over the place, very few break the traditional mould of the sword and sorcery stereotype.

After a while, no matter how good the game is, most players get frustrated continually bashing goblins and whacking gnomes, so they look for a new challenge to stretch their imaginations.

They should find it in a new game called **The Hunting** that has recently appeared on the market, which to my mind is one of the most original and entertaining games that I have ever played.

The Hunting is a game set in a fictional violent, vicious society, the actions of which are often bloody and shocking. Anyone of high morals or easily offended should steer away from this game as they may find it distasteful.

THE HUNTING: IN PURSUIT OF EXCELLENCE?

The Hunting is set on a planet called Felbin where 15 years ago the struggle for world supremacy led to the strategic use of nuclear weapons, which quite understandably, destroyed most of the planet's population and devastated almost all of the land masses.

Once the dust had settled, it was discovered that among the mountains of rubble a few cities miraculously survived.

One of these cities is the once mighty city of Endlethorn. It was assumed by the powers that this city would be in the front line when the war began, so it was reinforced and fortified to survive the worst.

However, due to bad intelligence reports, enemy forces never arrived and although it received some bomb damage from so-called conventional bombs, structural damage was minimal. It was missed totally by the nuclear bombs, but it did receive its fair share of radiation and fall out.

The war was then "won" by the new government who realised that Endlethorn would make a perfect place to imprison all the POWs, vagrants, outcasts, murderers and all the other law breakers. The reason behind his logic is the fact that the city is completely surrounded by a 300ft high wall, which is 80ft thick and is patrolled by many government troops who are heavily armed.

Furthermore the only way in or out is via one of the 12 large gates which are randomly spread around the walls.

The city, once used to keep people out, is now used to keep people in and to date no one has escaped! Many of the buildings have been rebuilt and the original citizens of the city who still have to live there (because they were not allowed out by the new government when the city became a prison) try to live an "ordinary" life, pretending nothing has happened, but this is virtually impossible as law and order is non-existent.

Crime is phenomenally high as would be expected, with criminals on the rampage because shops, local services, pubs and hotels try to continue as they did in the past.

To stem this tide of rising crime, the government recruited Exterminators, men and women who have been trained in the art of survival and whose job is to enter the city and capture or kill the "criminals". This is where you come in . . .

As a player, you can decide to become either a Criminal or an Exterminator and once you are put in the city you must initially survive on your own!!

CHARACTER CLASS

The Exterminator is basically a bounty hunter, who enters the city with money and weapons to sort out the criminals in whatever way you see fit.

The most common way is to kill them and take their heads to one of the cities 12 gates and claim the bounty!

With this you can buy better armour and weapons to go on our next hunt. You also receive a communicator with a secret preset wavelength. This enables you to contact Sweet Home, a female computer that is orbiting above the city. She can provide you with info, news, rumours and other useful statistics.

The Criminal, meanwhile, is a person who has been thrown into the city for their crimes against society. You start off with some money and the clothes on your back. It is your job to fight to survive in the city, steal as much as you can to protect yourself from both other Criminals and Exterminators as well as eventually rise to such a position to be able to track down and exterminate the Exterminators!!

● continued ▶

C+VG PLAY BY MAIL

CHARACTER CREATION

Once you have decided what to be, you then have 300 points to allocate as you wish between six major attributes, ranging from Combat to Speed.

You then have to decide whether or not you require a mutation. This is where the fun really starts. You can take one of the 20 mutations listed in the rulebook or make up your own.

For example, you can have an extra limb or be a giant. You must bear in mind, however, that although a mutation can have it's advantages, it can also have disadvantages. Having an extra arm may make you better in combat, but it will also make you stand out in a crowd and make you more easily recognisable. The same can be said in respect of becoming a giant.

Once this is done all you have to do is choose a couple of secondary skills, which range from Car Theft to Gambling, as well as a previous profession and away you go. You send your start up sheet in and in a couple of days you will receive your first round. It's then up to you to survive in the hostile world out there.

HINTS

- If you get a mutation, get one that doesn't show. Try and create one of your own. Think of all the sci-fi films you have seen.
- Be very cagey about who and what you are. Never give this away unless you are 110 per cent sure you can trust that person.
- When you start off in the city you will usually meet a Non-Player Character (NPC) on your first round. Team up with them, find out what their skills are and exploit them to the full. If you are a criminal and your NPC is a car thief, get them to try to steal you a car.
- Never wander the streets at night on your own. Get shelter even if it is in a derelict building.
- Get away from the main gates as soon as you enter the city.

WAYNE'S VERDICT

Overall, having played this game for many rounds, I found this game to be one of the most enjoyable I have ever played.

There are more than 750 A4 maps to collect (which are well drawn), over 100 weapons to use, 25-plus vehicles to find and 1,000s of Non-Player Characters and monsters to interact with.

The Game Master's hand-written replies are very descriptive and exciting, combining hints with clues and interesting situations.

The city itself is really wild. Parts of it are like a wild west town, with real cowboys, while others are like Futureworld with droids and cyborgs in abundance.

Also, there is a sword and sorcery area for all you fantasy fanatics so you have no need to worry.

There is a regular monthly newsletter whch is full of interesting helpful articles and if you like films like **Mad Max** (all parts), **Westworld**, **Aliens**, **The Thing**, **Outland**, **Escape from New York** (especially) then this game will be right up your street.

WAYNE'S WONDER OFFER

The usual price of joining **The Hunting** is £5.00 and you get three free turns. However C+VG readers will be able to get their start up package for a REDUCED PRICE of £4.50 and five Free rounds if you clip out and send the token, plus a cheque/postal order payable to DMC Games to this column via the C+VG magazine.

Further turns are priced at a competitive £1.50.

STOP PRESS: The first ten readers who write in will have their cheques/postal orders returned and get their start up package plus initial rounds for ABSOLUTELY NOTHING. So get writing!!

PBM LONDON PUB MEET

On the first Friday in every month, PBM players from all over London and the surrounding counties meet upstairs in The Crown public house to chat about what's going on in all different games, learn about new PBMs as well as meet different people and have a few beers.

The pub is situated in the middle of Brewer Street, Piccadilly, London W1. Of course all C+VG readers 18 and over are welcome to attend (and buy me a beer) as new faces are always welcome.

If you've never played before it doesn't matter, the experienced players and GM's who attend are more than willing to chat to you about PBM in general to explain anything you are unclear about.

PLAYER OF THE MONTH

From the next issue I will be running a Player of the Month competition, so I need all you PBM'ers out there to write into me nominating your selection. It can be for any reason. Your nomination could be because:

- The player is the number one in your game.
- The player is the most respected/disrespected you know.
- The player has achieved outstanding results in the least time.

C+VG will print their picture along with a brief character description.

Mail Domination, C+VG's very own Play-By-Mail game, is now running very smoothly, reports Game Master David Bolton. A total of 31 games are now in play. Here's David's latest update

Over Christmas and the New Year festivities, some deadlines were extended giving us a week-and-a/half free.

At the start of 1987 the most advanced game is game 10 which has now had seven turns processed. Apart from a couple of 21 turn games, all of the other games have passed turn one.

On the subject of Victory points, four more players had 62 points at the end of turn one and we picked two of these at random.

Congratulations to **Tom Coleman** of Harrow, Middlesex (game 22) and **F. Baxter** of Becknell, (game 31) who both get five free turns and T-shirts from C+VG.

Sixteen games have now passed turn three and **John Neilson** of East Kilbride game six leads the field with a creditable 92 points on this turn. Well done, your prize will get to you soon.

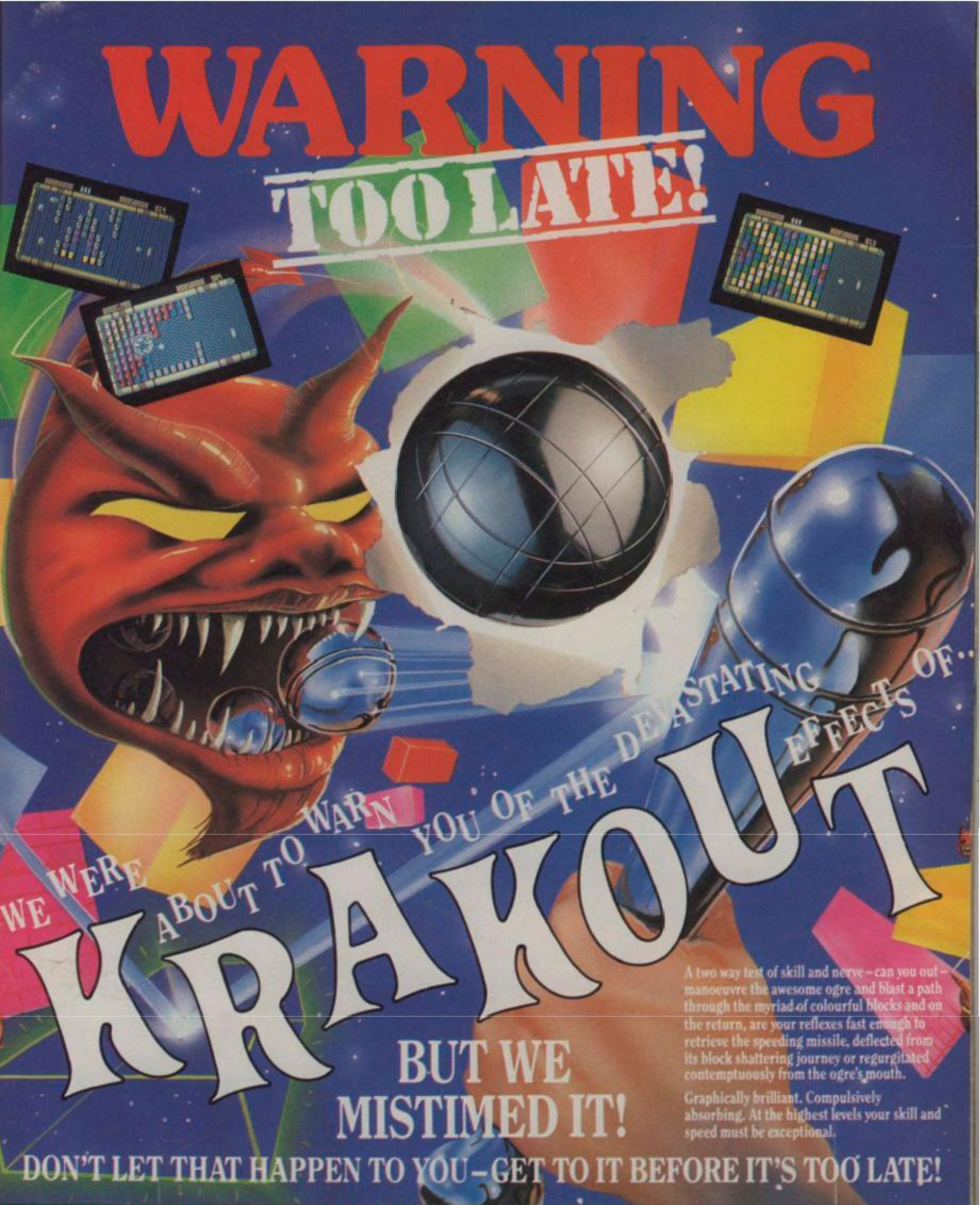
One of the test games finished recently with the winner having 847 points so that gives you something to aim for!

The highest number of cities owned by any player so far is five, only 15 to go to win.

Two players have formed the 'Edge of the world club' having crossed the East/West edge and are now getting a full width map.

All games are now precessed on the day after the deadline date, regular as clockwork.

Over Christmas we did some time-travelling and managed to process some games several days in the future. This had the effect that players received results for a turn a day or two before that turn was processed. It also moved deadlines forward past Christmas the effect we really wanted.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C+VG MAP C+VG

Let the good times scroll. Welcome to the colossal world of *Leviathan*, English Software's Commodore 64/128 smash. And I.D.E.A.S Central proudly presents this exclusive map of the first two levels of this gigantic game. Next month we will print the third and final level of the game.

You must negotiate the Leviathan ship through three different planet zones, facing the wrath and fire power of 10 different alien attack waves on each level.

Your ship can bank, turn, climb, swoop, roll, reverse direction and land to refuel. The Leviathan can fly behind buildings, missile launchers and other hazardous structures. Game designer Philip Morris reckons he's produced a "classic space game" where "manoeuvrability of your ship is as important to survival as the shooting itself."

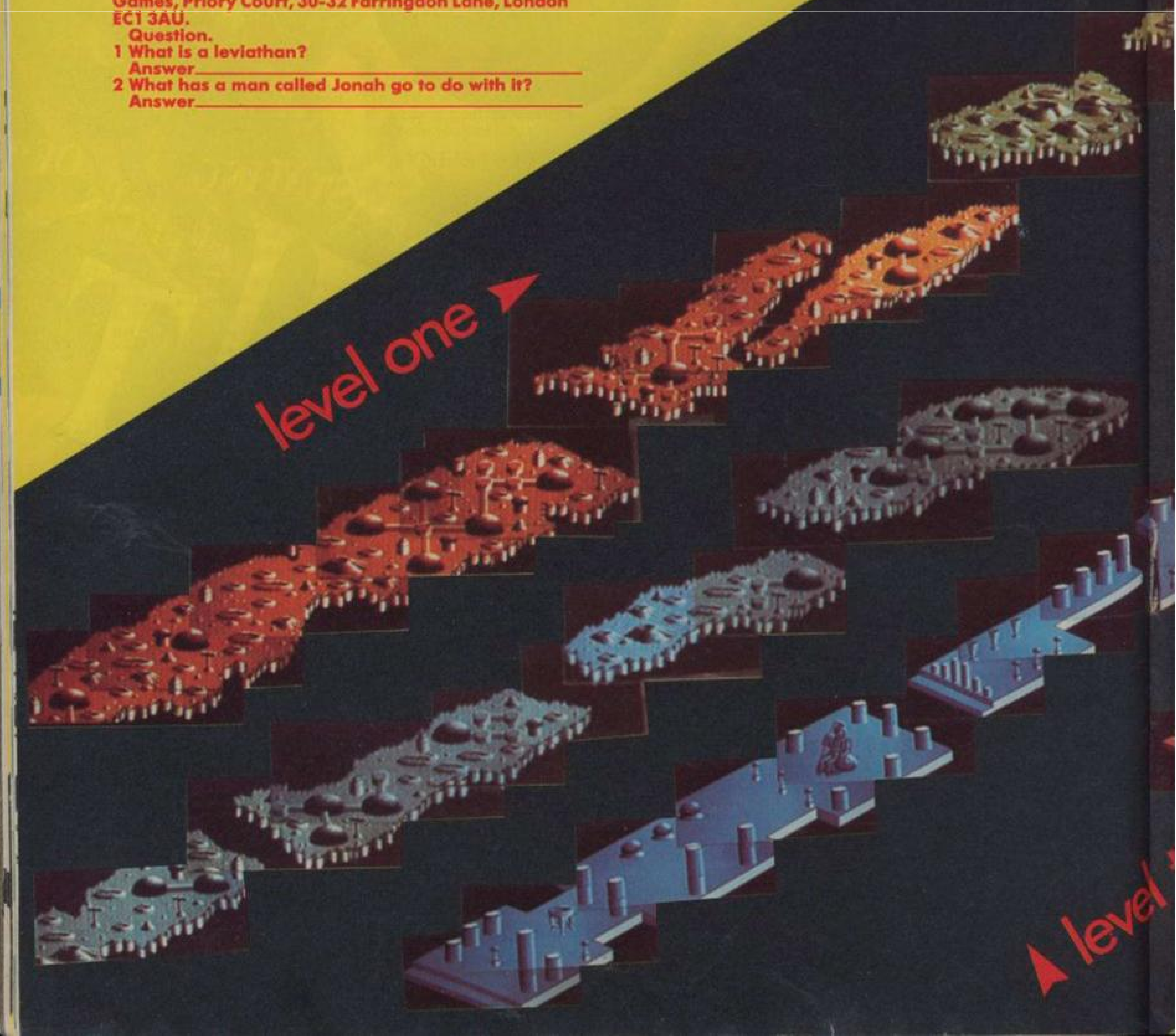
If you cast your mind back to C+VG's February issue you'll remember we published a full colour poster of Leviathan. We had quite a number of people wanted to know if they could get copies. The answer is no — unless you enter C+VG's Leviathan Competition.

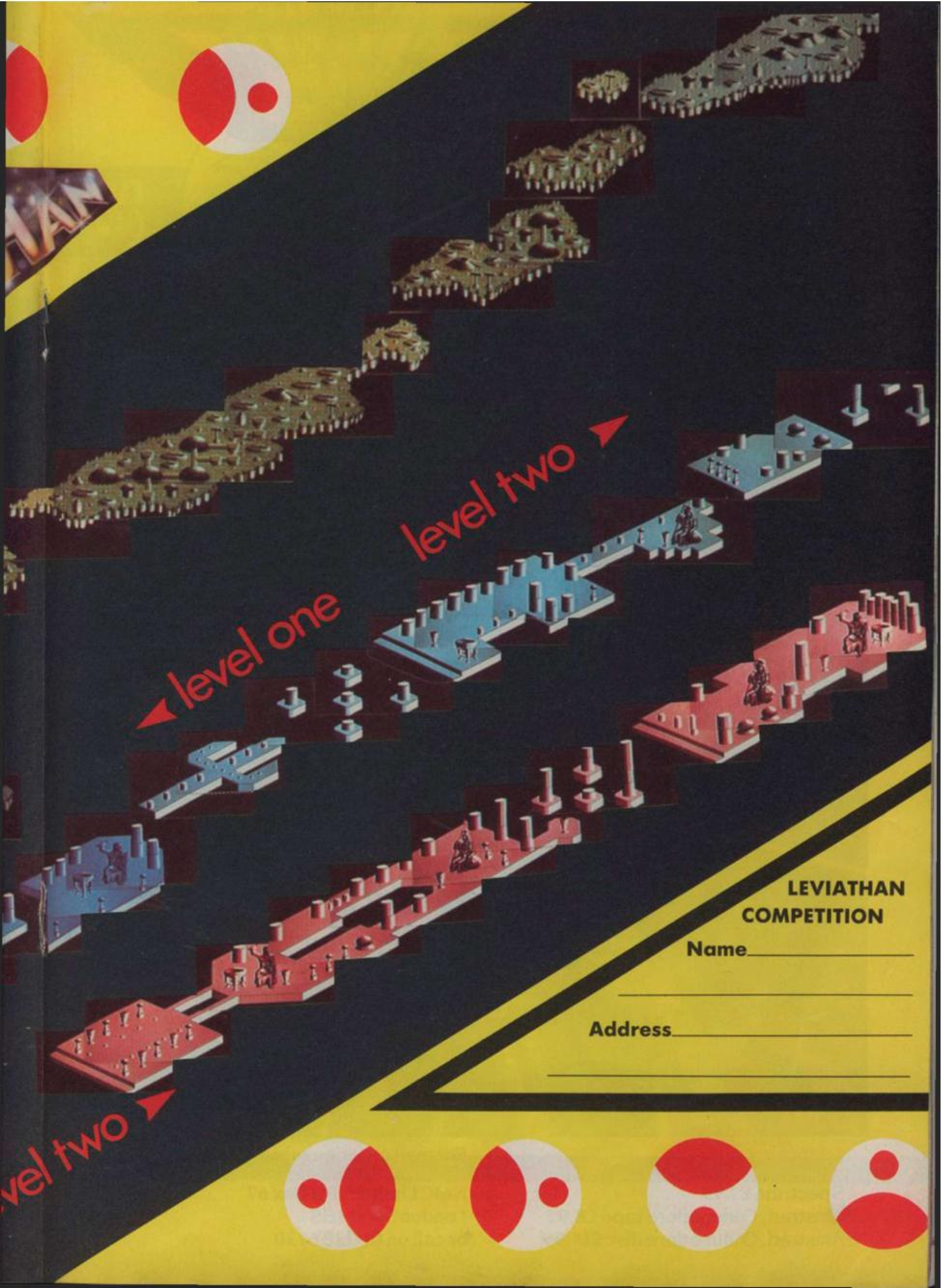
English Software has five large framed full colour copies of the artwork to give away. How can you get in with a chance of getting your hands on one? Simple. Just answer the following questions and send the answers to Leviathan Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1 3AU.

Question.

1 What is a leviathan?
Answer______________________________

2 What has a man called Jonah go to do with it?
Answer______________________________

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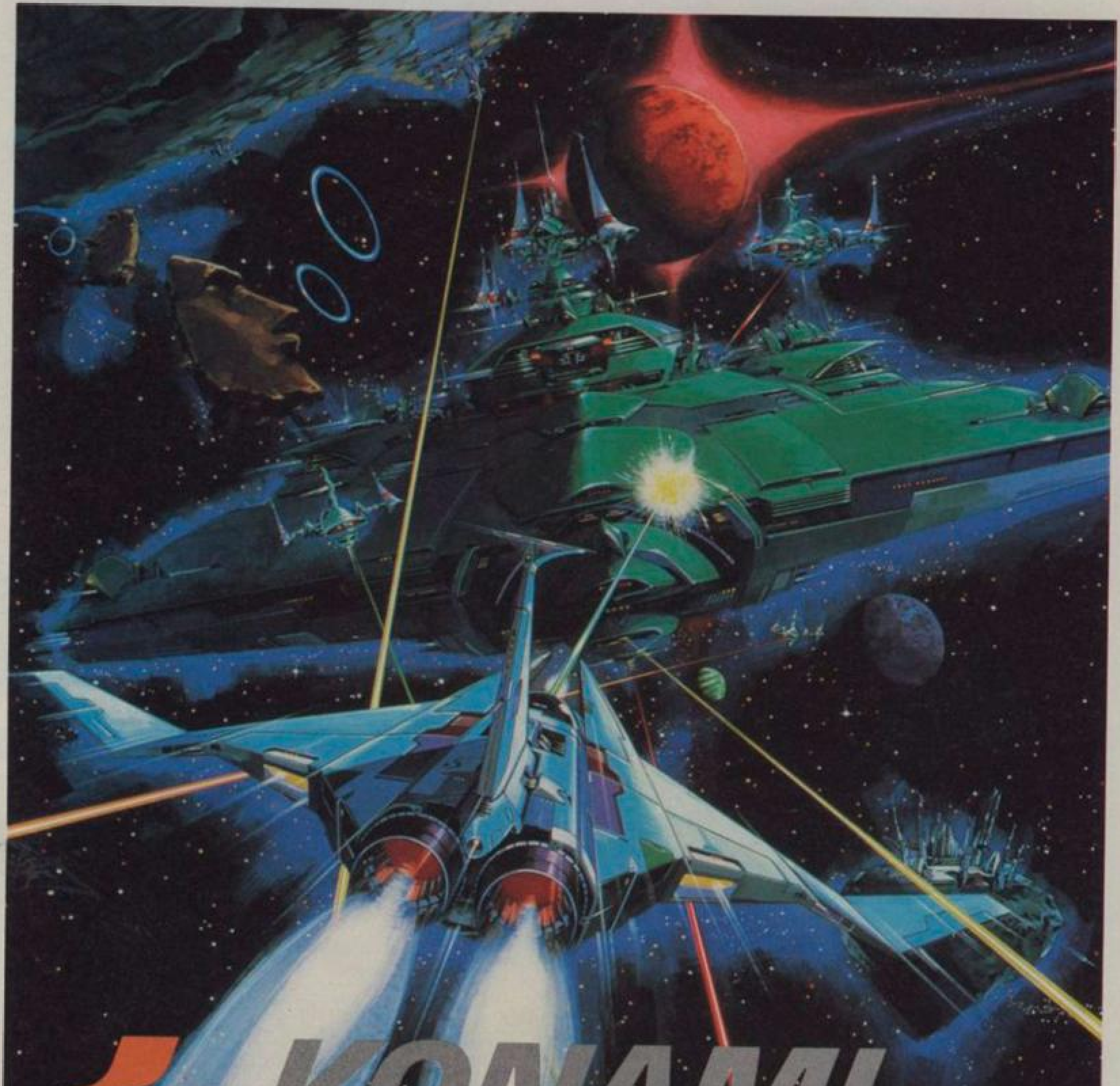

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C+VG ADVENTURE NEWS

● Your warning not to send money to The Adventurer's Club Ltd was too late for me, as I had already sent off the money. After I read your warning I began to worry slightly, but all was soon well. The ACL have now got their act together. Although their lapse was unforgivable, perhaps you could mention their return in the magazine.

Paul Gilbert,
Nottingham.

Keith's reply: Consider it mentioned, Paul!

● In my life I've had, or rather suffered, many lessons on humility. Like for instance, when I took my skateboard to the skating bowl, making an almost successful attempt at breaking my neck. Or when I tried to impress that girl with my knowledge of advanced mathematics, demonstrating a topology theorem with the help of my shoelaces, tying both shoes together in the process, and denting the pavement with my nose shortly afterwards.

But humble, real humble I mean, I only learned to be when I received your postcard with the answer to *Zork 2's* riddle!

Question: You wrote about packing and leaving. Did you mean you are leaving the job and retiring — after all, you aren't so old are you?

Javier Candeira,
Madrid.

Keith's reply: No, of course not! Just my cunning way of getting Metcalfe in a good enough mood to let me go on holiday!

● We are two ice cold adventurers who both own Atari STs and love them dearly. Now those who own an Atari ST know it is their duty to own *The Pawn*. This game is the reason we are writing to you tea-drinking Englishmen. You see we are stuck with 60 points. We hear you laughing!

Here in Iceland — stop that laughing — we don't have an Adventure Helpline (your tea is getting cold) so we thought warmly of good old Keith Campbell at C+VG.

We have just blown the wind out of the adventure (a common thing but usually it happens to the man at the keyboard) and are now riding about on a horse. By clear way of thinking we moved the boulders — just took us a week to find out how — but now we are stuck at the Snowman.

It is a sad thing how many magazines keep publishing pictures from *The Pawn* we have not yet met. We are dying to get there.

Can you help us poor Pawns? Your tea probably has an ice-crust by now. Playing adventures is our only excuse for being alive, so please stop laughing and answer us.

Alvar Sverrisson and Ulfar Erlinesson,
Hafnarfirdi,
Iceland.

Keith's reply: White heat will disable the white man! It might even bring my cold cup of tea back to life!

● I would like to pass comment on Malcolm Harden's letter (December). I play adventures for the fun (?) of solving the puzzles, and the contentment of finishing a game. I do not play them to pick petty holes in the logic of the game.

I would be very pleased if I had a spacesuit that stopped me from becoming decomposed and thereby finishing the game, I would not care if I were supposed to die through cold and lack of oxygen before I decomposed.

Anyway, one point I do agree with this fellow on is mis-spelling. It can be very frustrating, publishers and programmers should sort out their games before they are published. If they are working to a deadline, I am sure the public would prefer to wait a few weeks extra rather than try and struggle through an adventure with atrocious spelling, making the game virtually unplayable.

Gavin McNamara,
Bristol.

Keith's reply: I suppose it depends on how much credibility one wants in an adventure. But I always understood that blood boils in space due to zero pressure, and that's what gets you first!

● For Malcolm Harden's sake, I know two people who spell manoeuvre "MANOEVEOR"; one of them is a 2'1" pygmy who lives at the bottom of my compost heap, and the other is a nine-legged Martian currently employed as a programmer at Software Projects . . .

Finally, I urge you never, EVER, to print any matter relating to an abysmally terrible game called **The Code**, published by *Soft Concern*, unless it is an epitaph. It is the most infuriatingly illogical game ever. In it, north equals south unless of course you know what the hell you're doing, which is about as common as catching a cold from a strawberry-flavoured oak tree!

Matthew Conway,
Lambourn, Berkshire.

Keith's reply: Sorry, I already mentioned **The Code** — in a review in November 1984. I quoted Kevin Plunkett as saying: ". . . the instructions tell you that nothing is what it seems."

● **Rainbird** recently unveiled the Amstrad PCW8256 version of **The Pawn**, priced at £24.95. It comes on both sides of one disk, and, with monochrome graphics, supports the Dither and Stipple commands, which changes the way the picture is presented. As in previous graphics versions, the roller blind effect is used for display. A new feature to appear in this version, is an extended RAM SAVE option. Up to three different positions may be saved in memory at a time, giving the player the ability to instantly recover within a session, without the need to resort to disk.

● **Guild Of Thieves,** the next adventure scheduled by **Rainbird** from **Magnetic Scrolls**, is due out any time now. It will be less difficult than **The Pawn**, but with "superb graphics", claims Anita Sinclair. Magnetic Scrolls has a hectic schedule ahead of it. A third adventure is planned for release in March. **Upon Westminster Bridge** — a title openly stolen from Wordsworth, it will be a mystery of sorts, but with a very novel approach. "I'm very excited about it, but some people might not even like it . . ." Anita told me. If you find you don't you won't have to wait long for their next offering — planned for release in July.

● **Incentive's** *Graphic Adventure Creator* is now available for the BBC and Electron. On tape only, it is priced at £14.95, and offers a unique CHAIN feature, which enables the user to create massive multi-part adventures. This adds to the existing range of computers supported by GAC — Amstrad, Spectrum, and Commodore 64.

C+VG ADVENTURE 2 HELPLINE

What are the three objects you would most like to take into an adventure game? Lamps and keys seem to be the favourite items, but some unusual objects, as well, featured in the lists that came pouring into the Penthouse.

Paul Exley came up with a very strange selection! To start with, he would like a spell book that **Paul Coppins** has finished with.

Believe me, Paul, when Coppins has finished with a spell book, you can guarantee that every last bit of magic has been used up!

Next Paul chose a Swiss army knife, and some chewing gum, useful, he reckons, for getting past unfriendly dragons. Eh???

Phil Davidson of Fraserburgh, as well as a lamp, would like a towel. This would be very important for those called Arthur Dent, he thinks. Also for throwing in, Phil, when you get stuck!

Phil's third most useful object to take into an adventure is Paul Coppins. You think so? Drop him in an adventure, and he's burrow off into the nearest pile of methane snow, and escape with all the treasures, Phil!

From **Gregory Quinn** of Portadown comes this list. Some wine, so if you get frustrated you can get stoned out of your brain and forget about everything. A light — no adventure is complete without one. A Leather Goddess comic book "to keep up the moral"! I think you really meant "morale" there, Gregory, but then again, seeing as it's the *Leather Goddesses*, perhaps not . . .

Finally, **Gavin McNamara** would like: A C+VG with a complete solution in it. A skeleton key to enable him to get through any locked door. A bottle of *Perrier* — just in case!

Up to now we have not indulged in printing complete solutions to adventures. However, so many people have been requesting them, that we thought we'd give it a try.

But where to begin? From the mail and the calls we get from the Adventure Club phone-in Helpline, we thought it was about time to help people suffering from ants, domes, and hi-grav!

So elsewhere in these Adventure pages you will find all the secrets of **Hulk**, at last. Next month, we hope to bring you the lowdown on *The Boggit!*

Write and let us know whether you like plain-speaking solutions, or whether you would prefer a more cryptic approach.

Mandy Rodrigues of Llandudno knows the TRUE identity of ***The Fiend!*** But she won't tell me! "Don't let him upset you. He isn't worth it," she says.

Oh well, the Big Red t-shirt bribe didn't get her to tell me, but perhaps her thirst for clues will get the better of her! Mandy is going bananas! Playing **Beatle Quest** is getting the better of her, and she gets killed off by Maxwell's Silver Hammer, and the need of a certain substance.

If you can help to give her a new lease of life, let me know. And then it will be up to Mandy to swap one answer for another!

Meet two victims of hypothermia. "How the deuce do I keep from freezing in the coach in **Dracula?** I can't come up with anything!" complains **Rex Barnes** of Bromley.

He's obviously in the same coach as **Andrew Gurr**, also shivering away and getting nowhere. Look closely Rex — right into her eyes!

Help for **Robert Saunders**, who was stuck in **See Ka**, comes from **Declan Malone** of Tralee. You must fit the blowpipe in the mesh, and then breath through it after getting the casket.

Daniel Livingstone has three things to say about a **Snowball** clue printed in the January '86 issue. "I don't understand", "Eh?", and "arfle Barfle Gloop!"

January '86 issue, Daniel? Where did you come across that — in a museum? I consulted the archives, and thought that was one of my more informative clues!

People never let you forget, do they? Yes, Mr Atkinson, I DID make a blunder back in April! But I will not give in to blackmail so you will NOT get the t-shirt, nor the £5,000 that you demanded!

You can tell Gordo Greatbelly all about it, for all I care!

Now, can any player of **Causes Of Chaos** help this dastardly reader to get into the cave at the top of the slimy steps. It sounds like the best place for him!

Another boob (shh! don't tell **Metcalfe** — the way things are going this month I'm heading for the sack!) **Helen Stoddart** writes to say, that contrary to the advice given in the November issue, it IS possible to escape from the dungeon in **Zim Sala Bim**, providing you have the scimitar.

Examine the door, and cut the bars. The you should be able to open the door and continue on your way, says Helen.

Who's hiding the **Dymethium Crystals** in **Marie Celeste? Steven Robinson** of Watford can't find them — but he's got all the rest. Come on, tell him where you've put them!

Henry Mueller runs the *Adventurers' Club Ltd.*, and recently came across a game for the TRS-80 on which he keeps the club records.

Xenos is not a widely played adventure. It is on disk only, and was published by Tandy. I reviewed it in August '83, but never completed it.

Now Henry is stuck, in the alien spaceship. He has explored the inside quite thoroughly, but doesn't know what he should do next.

Can the combined might of C+VG readers beat the *Adventurers Club* members in being the first to come up with an answer for Henry?

How do you make the stake in **Castle Of Terror?** It is a popular question, and the popular answer is: Break the spear to make the stake. 'But it doesn't work!" you all cry. Well, here is **Mike Thomas** of Caerphilly, with a definite tone in his voice: "Attack the

ADVENTURE CLUES

ADVENTURE CLUES

Thanks for the help this month, from: **Steven Robinson,** Watford; and **Mike Thomas,** Caerphilly;

Mafia Contract: Kick the junkie, then kill Lov Ferrelo with the bomb.

Dracula: Examine everything in the bedroom carefully, and be careful what you eat!

The Boggit: Throw it, and then pull it, to escape the dungeon. A key for a bow, and duty free for an arrow.

The Pawn: Can't find anything under the pedestal? Perhaps someone got there before you!

Project Thesius: Undo the manhole bolts with the spanner. Remove your overalls in the village to get it!

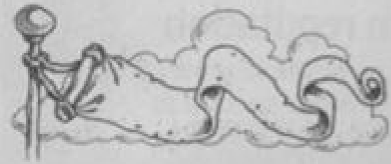
See Ka of Assiah: To get the Rod of Light, melt the ice. Open one of the valves to release gas, light the gas, then open the other valve to release oxygen.

Zork I: The cyclops must be fed and watered.

Dodgy Geezers: Go out of jail, go straight out of jail. Make a call, help a mate, and visit the Fish Finger.

Kayleth: The canister must be dissolved — a sticky problem!

Count with the spear and he will become a vampire bat. THEN break the spear into the stake." Thanks Mike! Now, is THAT any better?



Apologies to our Australian readers, whose copies of C+VG arrived too late even for the two-month period allowed to enter the competition. **Margot Stuckley** of Marayong, NSW, sent an entry despite this, saying that the issue arrived 13 days after the competition had closed. We didn't realise that you were so far behind the times down there!

The mysteriously named **Fudge** writes from the depths of North London, according to a snow smudged postmark, pleading for help with *Heroes of Karn*. How do you get rid of the Barrowight, asks Mr, Mrs, Master or Miss Fudge.

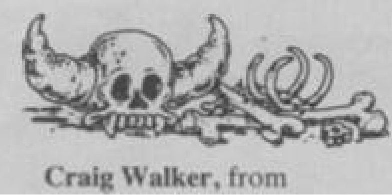
There are two answers both of which have been known to work — but not always! Either say to Beren:" Read bible to barrowight" or to say to Beren "Attack barrowight with bible."

A recent stint on the Adventure Helpline phone-in (for club members only) produce a crop of *Morden's Quest* questions. Due to a mental block bombined with a mis-placed file, I couldn't help at the time. I hope the following is still of use.

Finding and filling the aqualung was causing some headaches — not to say a shortage of breath. To get the aqualung swin North as far as possible and then North West. To fill it move NNN SE U SE D N E.

Where is the cigar? It's in the space age. And to pass the invisible barrier you have to spray it.

Eureka continues to hold its fascination for a lot of people. So here's a blast from the past with a few clues from *Roman Times.* To escape the leper colony you must give the egg to the mad leper. Don't try and mix it with the lion. Leave it alone and it will not try to kill you. And before you go to Nero's party have a bath first and buy the sandles after you have met Nero.



Craig Walker, from Edinburgh, wants to know how to cure the black death in **Kentilla.** First get the red scroll from the chest, and then some dried moss. Cast Cure.

He also wants to know how to escape from the dungeon. Get Kentilla and kill the Urga Maul when he enters. When you kill Urga Maul examine him three times.

I always thought of all you adventurers out there as tough, fearless people, afraid of nothing. I never thought you were all shy. Yes, that's the conclusion I'm forced to come up with since my appeal to you — couple of months back.

I wanted you to send me photographs of yourselves along with the letters, hints and help you send me. The response, quite frankly, was underwhelming and yet the number of letters I receive each month remains the same — overwhelming!

What's wrong? Don't you want to be a star in your home, school or office? Get those photographs sent in.

Here's looking at you, kids — I hope.

How would you like to join C+VG's adventure review team? Yes, you did read that correctly. We're offering you the chance to join the world's best adventure team and the world's best computer mag.

We're still looking for an experienced adventure player to man — or woman — the telephone on Friday afternoons when we run our Adventure Helpline Phone-In.

Although we've got literally thousands of clues for hundreds of games, a personal knowledge of adventures would be an advantage.

The qualities we're looking for are some one who stays cool and calm when bombarded with the most obscure questions and a good telephone manner. And because C+VG's offices are in London, it would be convenient if you lived locally.

Interested? Write to C+VG and in not more than 50 words tell us why you think you would be suitable.

Apologies to US Gold/ Adventuresoft are due. In last month's C+VG I reviewed the "brilliant" — to quote myself — **Kayleth** and said it was a pity there was no RAM save. I was wrong there is a RAM save. It hadn't been included on the pre-production copy I was supplied with.

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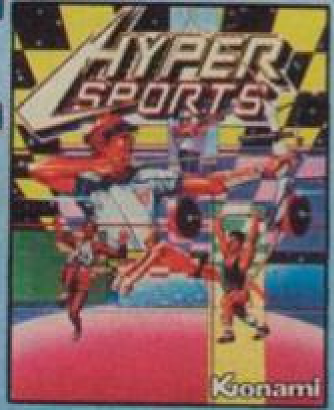
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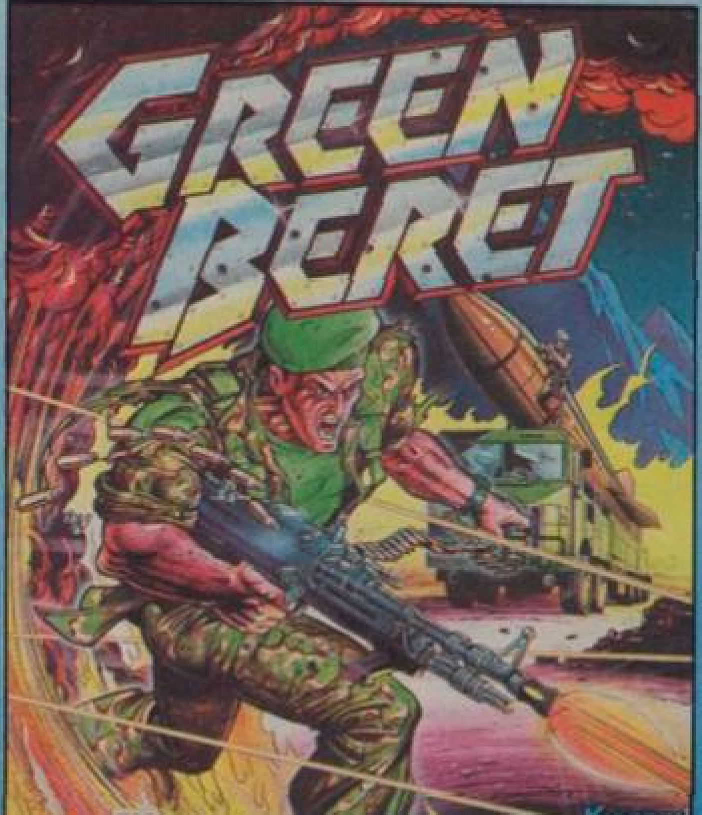
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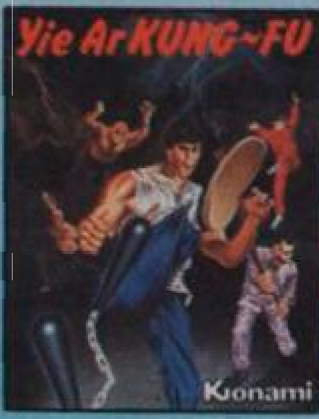
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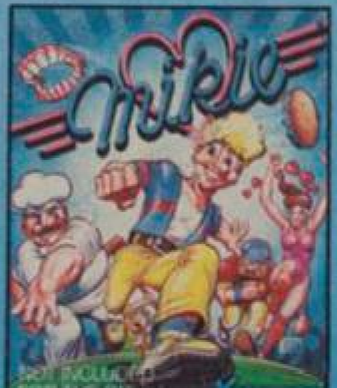
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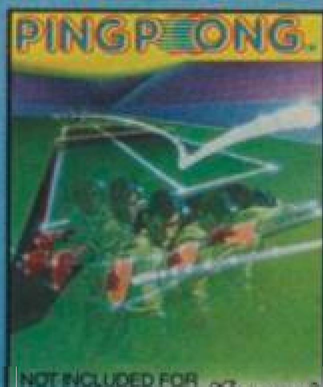
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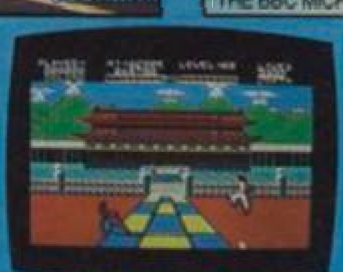

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THE HULK

I.D.E.A.s Central Warning: Reading this could damage your sense of adventure. C+VG Keith Campbell probably knows more about adventures than any other person. Each month he will bring you all the clues and help needed to solve a top adventure. Now read on for Campbell's Complete Solution No 1 — The Incredible Hulk.

The *Incredible Hulk* was the first adventure in Scott Adams' Marvel Comics Questprobe series. Written in 1984, it was developed on the TRS-80, as were all of Scott's "original" series.

Hulk was quickly converted to UK formats, and the larger memory machines, such as the Spectrum, allowed graphics to be added and held in memory for instant display.

Originally priced at around the £9 mark, it was later sold in a cut-price twin-pack with *Spiderman*, and more recently was re-released on the Americana lable, for a budget £2.99.

Many of the reviewers of the day had seen little, if any, of Scott's work before, conversions of his games to micros like the Spectrum and BBC were only just appearing. Heavily criticised by some for employing what was seen as an obsolete (two-word) parser (although still very successfully employed in many adventures today), short text, few locations, and little character interaction, to be appreciated it has to be taken in the context of Scott Adams own special brand of adventure.

A Scott Adams adventure is typically a series of logical puzzles set around a theme, rather than a narrative story with puzzles introduced along the way.

The puzzles are highly interlocked, and together form one big puzzle leading to the solution of the game.

Perhaps this is more true of *Hulk* than of any other, in which many of the problems are rather abstract, and where a mere 18 locations serve to conceal 17 gems, which must be obtained and stored. There's a twist in the tail, too!

THE SOLUTION

BOUND IN A CHAIR:

Pitching the player right into a problem at the start, Bruce Banner must escape his bonds before any progress can be made. Those who are familiar with Bruce's strange powers, will realise that he transforms to the massive and powerful Hulk, when he becomes angry. Therefore BITE LIP will cause him pain, and achieve his release. An alternative command is ROCK CHAIR, which will cause him to fall and hit his head.

Dome 1:

Objects present: Broken chair, Mirror, Gem, Metal Hand Fan, Large ring — set into the floor.

Exits: East.

Actions: Since gas has seeped into the room, Bruce cannot maintain his Hulk alter-ego, and neither possesses nor knows how to get sufficient strength to pull the ring at this stage. GET FAN and GET GEM. The mirror is not essential, but can be used to check whether or not Bruce Banner is Hulk. GET MIRROR, GO EAST.

TUNNEL 1:

Objects present: Sign, Button.

Exits: West (back to the dome) Go Out (from the tunnel)

Actions: The sign warns that there is a Hi-Grav area ahead. Therefore, Bruce must be Hulk to withstand the forces, or else he will be killed and transported to Limbo. But every time he tries to become Hulk, gas flows into the room, and he reverts to Bruce. Experimentation with the button, will reveal that it is a toggle switch between "Delay On" and "Delay Off". This refers to a delay in the appearance of the gas. PRESS BUTTON, BITE LIP, and GO OUT.

LIMBO:

This is the location where Bruce Banner/Hulk is always transported when killed. The game can be continued from here, by going down (D) which leads to the first dome. However, a death which leads to the destruction of the Bio Gem makes the game impossible to complete without a fresh start.

FIELD 1:

Objects present: Large Dome, Gem.

Exits: North, South, East West.

Actions: Reached by successfully GOing OUT from the dome. GET GEM. Due to the enormous strength of Hulk, the dome can be lifted to reveal another GEM. LIFT DOME, GET GEM. A hole can be dug, and on entering the whole, digging once more will reveal another Gem. Further digging will lead to death in the molten care of the earth. DIG, GO HOLE, GET GEM, U, and then on to the next location, E (ALL of the compass points lead to the same location. To return to the dome, GO DOME must be used.)

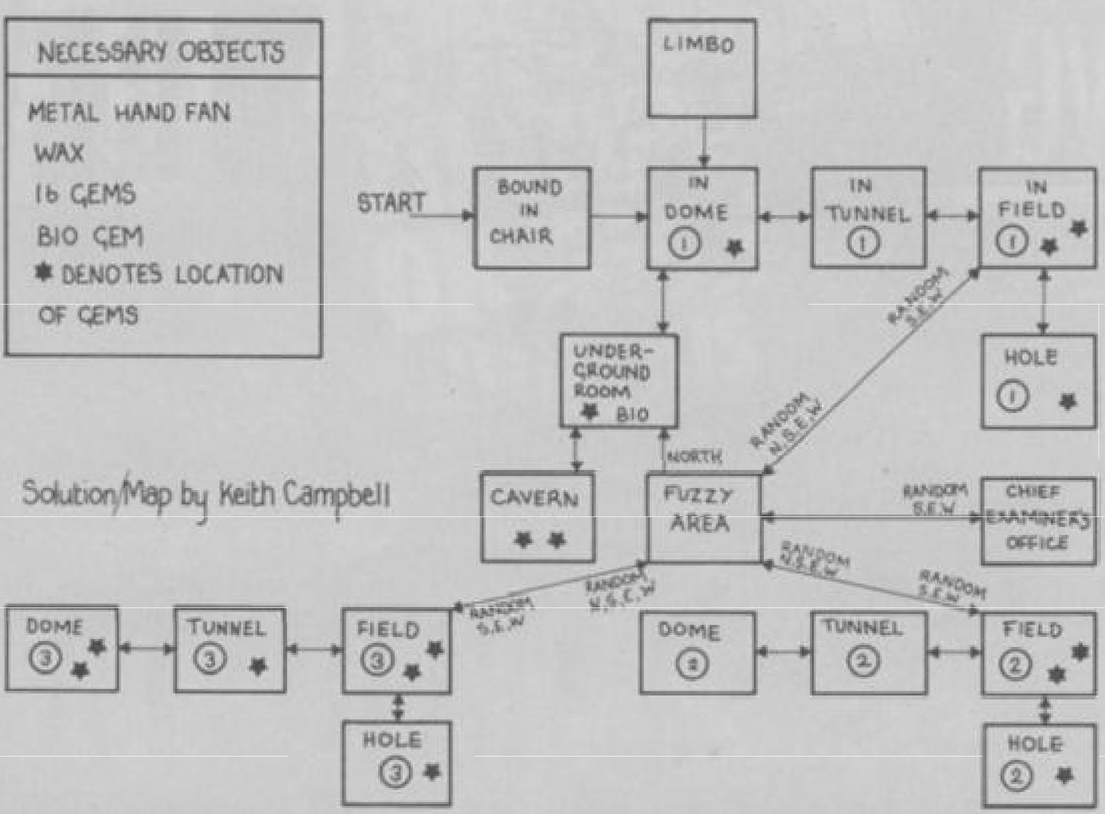
FUZZY AREA:

Objects present: Sign.

Exits: North, South, East, West.

Actions: READ SIGN reveals that this is where the Gems must be dropped. So DROP GEMs.

MYSTERY



EXPLANATION OF STRATEGY:

From the fuzzy area, movement in any direction EXCEPT NORTH leads to a random location. Once and once only, Hulk is transported to the office of the Chief Examiner (Scott Adams.)

At other times, he finds himself in a FIELD by a DOME. This is something of an optical illusion, leading to the conclusion that there is only one field, and only one dome.

In fact there are three of each, and the field to which Hulk moves is random.

To distinguish between each field: The field through which Hulk has passed has now a LARGE HOLE. Field 2 looks identical, but with no hole. Field 3 has lots of tiny holes.

To move to the required field involves repeatedly moving from the fuzzy area, in any direction except north, until Hulk is in the right place.

Going north from the fuzzy area leads to an underground room. This should not be entered yet, or it will be impossible to complete the game.

CHIEF EXAMINER'S OFFICE:
Objects present: Chief Examiner, Desk, Door.
Exits: None.
Action: EXAMINE DESK to find a Gem. GET GEM and GO DOOR. At this point the Chief Examiner will banish Hulk from his office, returning him to the fuzzy area. DROP GEM.

FIELD 2:
Objects present: Large Dome, Gem.
Exits: North, South, East, West.
Actions: EXAMINE DOME here will show that there is a mesh built into the wall, a fact which can henceforth be used to identify this dome. Inside the dome are bees, which must be got rid of. WAVE FAN will produce the question "At what?" AT DOME will send a gale at it, and on arrival in the dome, the bees will be gone. Meanwhile, do the same as at the previous dome: LIFT DOME, GET GEM, DIG, GO HOLE, DIG — seven times here! — GET GEM, U. Then GO DOME.

TUNNEL 2:
Objects present: Sign.
Exits: West (to the dome), Go Out (to the field)
Actions: W into the dome. On the way back, don't forget to BITE LIP before entering the field, to withstand the gravity.

DOME 2:
Objects present: Bees (if not already vanquished) and Wax.
Exits: East.
Actions: GET WAX (providing bees have gone), E, and return to the field via the tunnel, and thence the fuzzy area. DROP GEMs.

FIELD 3:
Objects present: Large Dome, Gem, Tiny holes.
Exits: North, South, East, West, and Go Dome.
Actions: Remaining in this area for more than one move, results in the emergence of an army of alien ants through the tiny holes. These attack Hulk's eyes. It is therefore necessary to repeatedly move between here and the fuzzy area, to store the Gems. GET GEM, E to fuzzy, DROP GEM. Then return to field, LIFT DOME, E. Return again, GET GEM, E, DROP GEM. Return and DIG, GO HOLE, DIG — four times here! — GET GEM, U, E, DROP GEM. Return once more, GO DOME.

TUNNEL 3:
Objects present: Sign, Gem.
Exits: West to dome, Go out to field.
Actions: GET GEM, W. On return, don't forget to HIT HEAD before entering the field.

DOME 3:
Objects present: Gem.
Exits: East to tunnel.
Actions: GET GEM. There seems to be nothing else to do here. But surely the dome wouldn't be here for no purpose other than to house a Gem? Try HIT HEAD. An astral projection of Dr Strange appears, and then vanishes. Hulk reverts to Banner due to the gas. After doing this a number of times, at random, a message will appear, saying that Strange is pointing to the baseboard. EXAMINE BASEBOARD reveals a gas outlet. PLUG OUTLET, WITH WAX.

HIT HEAD now allows Bruce to remain Hulk inside the dome, and the projection of Dr Strange remains. SPEAK STRANGE. He replies: "Remember your worst enemy "SPEAK STRANGE next produces an ad for *Spiderman*. SPEAK STRANGE once more causes him to give you another Gem before disappearing. GET GEM and GET WAX before returning to the fuzzy area to DROP GEMs.

THE UNDERGROUND ROOM:
Objects present: Bio Gem, Natter Energy Egg.
Exits: None — apparently.
Actions: This room is always reached by going north from the fuzzy area. Gas reduces Hulk to Bruce, who soon dies if he remains in the room. EXAMINE WALLS reveals scratch marks, but Bruce has insufficient strength to scratch the walls.

Moreover, the natter energy egg explodes, taking Bruce and the Bio Gem with it. Without the Bio Gem, the game cannot be completed.

Hulk needs extra rage to be able to withstand the gas long enough to survive in this room.

The clue to this was given by Dr Strange — REMEMBER NIGHTMARE, which should be commanded from the fuzzy area before going north.

In fact, this works even if Strange hasn't passed the message.

Immediately on entry to the room as Hulk now, EAT EGG, SCRATCH WALLS. A crack appears in the floor. GO CRACK.

IN A CAVERN:
Objects present: Ultron, Cage, Gem.
Exits: Go crack.
Actions: This is where you need the ants, but you cannot now escape from these two rooms, unless you have opened up an exit in the roof of the underground room by pulling the ring in the first dome.

This can be achieved beforehand, by using the Nightmare command before entering the dome. To carry the ants CLOSE EYES. They then attack the nose, so HOLD NOSE.

To stop them then entering your ears, PLUG EARS, WITH WAX.

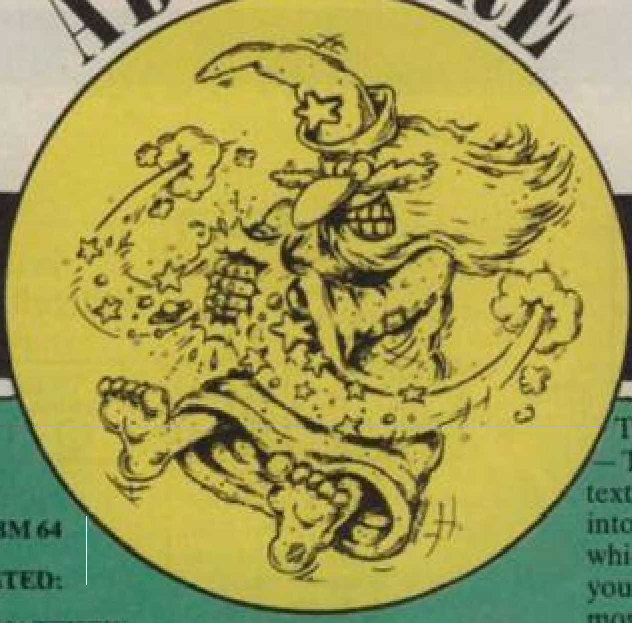
Now Bruce must carry them from their field to Antman, and all this must be done "blindfold", as he daren't open his eyes whilst carrying the ants. On releasing Antman, *another Gem appears*. GET GEM.

COMPLETING THE GAME:
All that remains is to return to the fuzzy area, and drop the Gems currently being carried. Then the Bio-Gem can be collected and stored. But this must be the last action, or the Bio Gem will disappear before the rest of the gems are stored, and the score will not reach 100.

The fuzzy area should finally house 16 Gems and one Bio Gem. Type SCORE to receive the end-of-game password — but you'll have to sort that out for yourselves.

Ends ◄

C+VG ADVENTURE REVIEWS



LABYRINTH

- ▶ **SUPPLIER: ACTIVISION/ LUCASFILM**
- ▶ **MACHINE: CBM 64**
- ▶ **PRICE: £9.99**
- ▶ **VERSION TESTED: AMSTRAD**
- ▶ **REVIEWER: MATTHEW**

After reading the preview of *Labyrinth* in December's C+VG, I was quite excited when I eventually got my hands on a copy.

Once loaded, the game asks you some questions to establish your sex, name, and your favourite colour, before taking you into the first of 23 scenarios.

Most of these are the same as in the film, but although the characters are the same, the story itself is different.

You begin in your home town, outside a cigar store. The screen is split into two sections. The top describes the area in adequate text, while the lower section contains two word-wheels. You view the wheels edge on, and their rotation is controlled through the keyboard. One has a large selection of verbs, and the other has various nouns. The vocabulary available in each wheel is constantly changing, enabling you to carry out commands suitable to the situation in hand.

The system of word-wheels only allows two-word input, but it can be used very quickly and gets rid of the problem of finding the correct combination of words. The answer is there — you just have to learn how different object and characters respond.

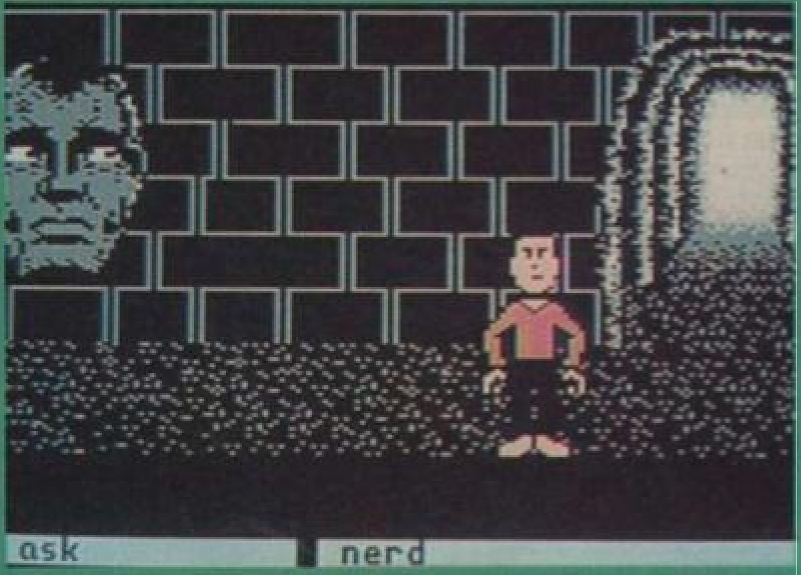
The first scenario ends at the cinema. Here you see Jareth, the Goblin King on the film screen, in glorious animated graphics.

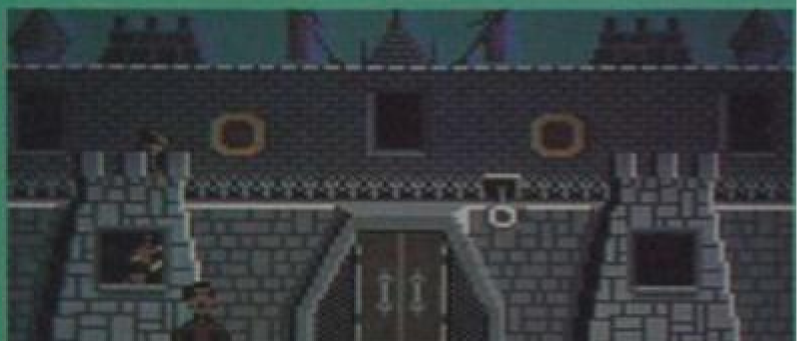
He challenges you to find him in his hidden world, or forever to be in his thrall. Naturally you decide to find him, and defeat this terrible man.

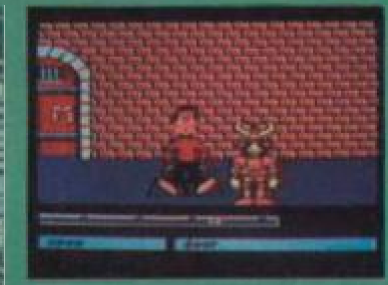
The next scenario then loads — The Labyrinth. Now the text description screen turns into a graphics screen, in which, by moving the joystick, you control the characters' movements both across the screen, and into and out of it, as you run around looking for objects and characters.

The exit from here is cleverly disguised, but when discovered, you walk through to find yourself in the Brick Hallway. The picture of your character (dressed in your favourite colour) is as you would expect from Lucasfilm — large and well defined. It gets bigger and smaller as you move in and out of the screen, giving the graphics a degree of perspective, which along with the animation of the character, makes it look as though it were an actual film.

In each scenario, by using the word wheels, you take various objects which help in your adventure.







Although, as the title suggests, the game is a labyrinth, it is no boring maze game, as new ideas are cleverly added for extra variety. Deeper into the labyrinth you need to play arcade-type games to achieve a certain goal, including the final defeat of Jareth. These give the game another exciting aspect, along with the word wheels and joystick control.

This is a terrific game, only spoiled by delay whilst loading up each new scenario — a small price to play for such a brilliant game.

▶ **VOCABULARY**	7
▶ **ATMOSPHERE**	8
▶ **PERSONAL**	10
▶ **VALUE**	9

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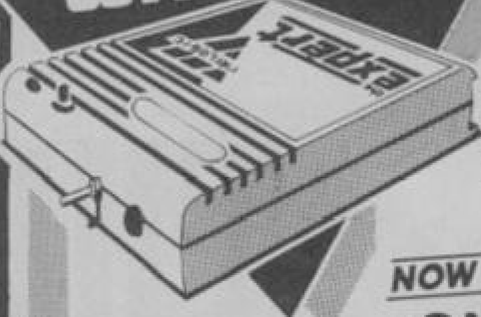

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ADVENTURE

C+VG 2 REVIEWS

THE O ZONE

- **SUPPLIER: COMPASS SOFTWARE**
- **MACHINE: SPECTRUM 48K/ AMSTRAD**
- **PRICE: £2.50 MAIL ORDER ONLY FROM COMPASS SOFTWARE, 36 GLOBE PLACE, NORWICH, NORFOLK NR2 2SQ**
- **VERSION TESTED: SPECTRUM**
- **REVIEWER: KEITH**

Tim Kemp and Jon Lemon wrote *Project X — Microman*, (reviewed November 1985; Paul Coppins personal rating 7) which later became (the best) part of the Fourmost Adventure compilation. *The 'O' Zone* is a sequel by the same authors, although there is no need to have played its forerunner.

Professor Richards, the scientist involved in *Project X*, has disappeared. Your task is to solve the mystery of his disappearance, and to recover the secret *Project X* papers.

Starting off in the Prof's laboratory, you discover that the computer is programmed to self destruct, taking you and the laboratory with it. This is the first problem you must overcome.

Events soon lead you to the airport, and a fraught flight, in continuation of your search — not before some fun in the departure lounge and a visit to the gents' toilets' though!

Here, as in all the graphics, the details are impeccable. Four urinals are shown in a neat row, with an open cubicle in the distance, but for the benefit of maiden aunts who do not wish to view urinals, there is a "picture off" command available.

The text (I did notice a couple of minor slips in grammar and spelling) is nicely laid out, attractive and easily read. A different colour is used for location, exits, objects and messages text. There is also a useful STORE and RECALL command for in-memory saves.

The vocabulary is reasonable, with an explanatory screen displayed each time the game is restarted. If you need to get back to it, all you have to do is STORE, QUIT, and play again, RECALLing your original position.

I played the Spectrum version. Very quick to start up with a turbo-load, this Quilled and Illustrated adventure claims to be the first to use The Press, Quill's text-compression add-on, before it became commercially available.

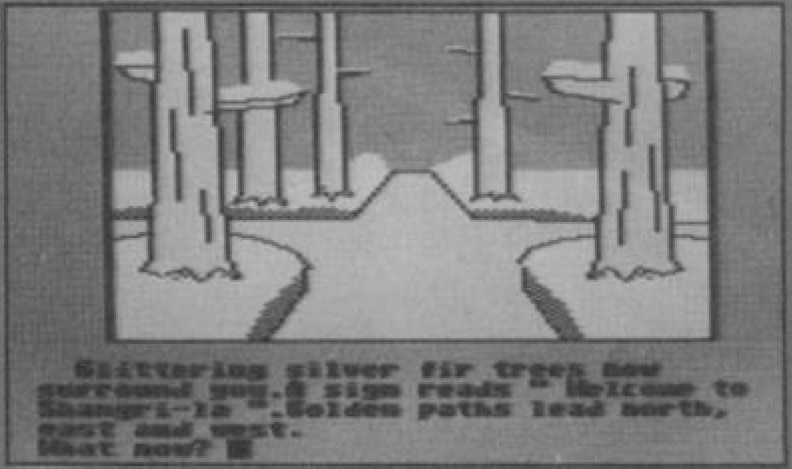
There is certainly plenty of text, but it is the detail and colour in the graphics, particularly the really smart loading screen, which gives the game a polish worthy of a more commercial launch than I suspect Compass Software is able to mount.

An interesting adventure, with plenty of problems, but not too difficult. A must at £2.50!

► **VOCABULARY**	7
► **ATMOSPHERE**	8
► **PERSONAL**	7
► **VALUE**	10

WINTER WONDERLAND

- **SUPPLIER: INCENTIVE SOFTWARE**
- **MACHINE: CBM 64/ SPECTRUM 48K/AMSTRAD CPC**
- **PRICE: £7.95**
- **REVIEWER: KEITH**



```
Glittering silver fir trees now
surround you.A sign reads " Welcome to
Shangri-la ".Golden paths lead north,
east and west.
What now?
```

Your Cessna light aircraft crash lands near the Himalayas, and after managing to free yourself, you struggle across the frozen waste in search of help.

Your mission had been to meet a Professor of Archeology, who sought your opinion on evidence he had discovered of a lost Tibetan civilisation. Before long, in your efforts to find help and shelter, you stumble across it.

This is the setting for a seasonal piece of rather contrived puzzles, set amidst ice and snow. As you walk about the paths in the town, an attempt to convey the atmosphere is made by apparently random messages like: "A kid throws a snowball at you," and "Some skiers walk by." But if you try any form of interaction with them, it falls flat.

Visiting the different shops, you notice items for sale which could prove very useful later on, but it is apparent that you have no money.

Being in possession of a rare egg, and bumping into a Professor of Ornithology, I felt it worth trying for some cash. Unfortunately, every way I tried to interest the Prof in the egg, showed him to be a very wooden figure indeed.

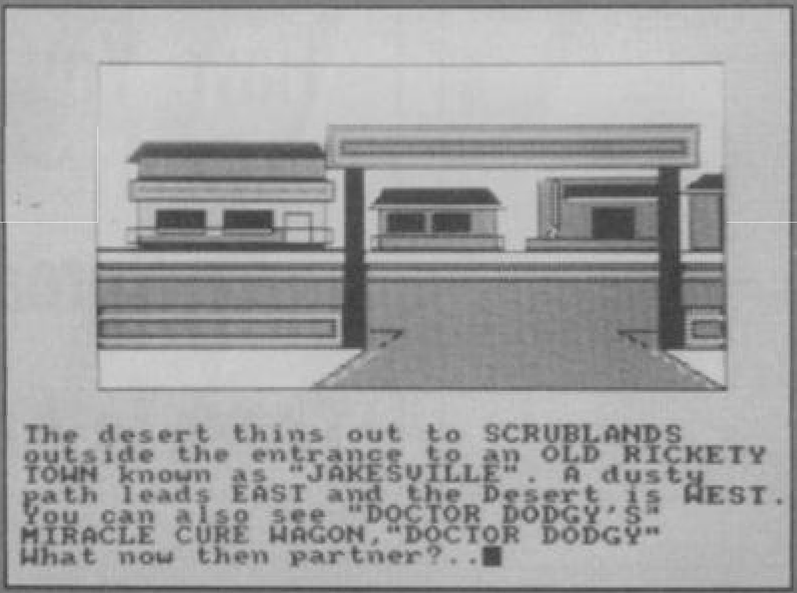
This is the second game in Incentive's Medallion series, and has plenty of nice snowy graphics, although many of them are very similar to each other.

Not a bad game overall, but I found it difficult to get on the same wavelength, and reached a personal maximum at 14 per cent.

► **VOCABULARY**	5
► **ATMOSPHERE**	7
► **PERSONAL**	5
► **VALUE**	5

APACHE GOLD

- ▶ SUPPLIER: INCENTIVE SOFTWARE
- ▶ MACHINE: CBM 64/ SPECTRUM 48K/AMSTRAD CPC
- ▶ PRICE: £7.95
- ▶ REVIEWER: KEITH



```
The desert thins out to SCRUBLANDS
outside the entrance to an OLD RICKETY
TOWN known as "JAKESVILLE". A dusty
path leads EAST and the Desert is WEST.
You can also see "DOCTOR DODGY'S"
MIRACLE CURE WAGON,"DOCTOR DODGY"
What now then partner?..█
```

Legend has it that when an Indian chief dies, his gold is buried with him. Down at the Skintsville saloon, rumour says one such has just kicked the bean can. Not knowing where your next drink is coming from, you, Luke Warme (second cousin twice removed from Ed Lines) decide to go in search of the grave.

Aboard your wagon, with a daft flick of the reins, your faithful horse trots off clip, clop, down the trail. Unfortunately, some Apaches are waiting in ambush, and before long you find yourself in a wigwam, with an Indian guard between you and the open flap of the tent.

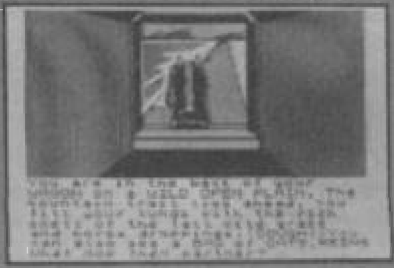
Escaping from your captors (well, of course you do!) you find the settlement is deserted — all the Apaches have gone off to hunt for lunch. This is convenient, for there're some mightly useful things lying around in the other tents. The only snag is, your wagon's busted.

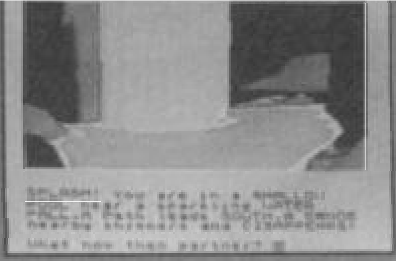
Eventually you hit the trail again, and start the exploration proper. Near a water hole lies the town of Jakesville, inhabited, it seems, entirely by Jakes.

What secret property does the tree hold — and can you exhume Wyatt Burp? What use is the eagle out in the desert, and how can you enter the mine?

Back at the settlement everything is not yet settled, though, for there is something strange at the top of the totem pole, which could, perhaps, help with the mine . . . But how do you get it? How do you use the tom tom, and what will put paid to the croc whose beady eyes never stray from the handy canoe?

This is a graphic adventure, with a WORDS/PICTURES option, although there is not a picture to go with every location. The GAC problem of disappearing text behind the graphic has been largely overcome by having been deliberately written to fit the text area, although dropping a number of objects in the same place can cause problems even then.





The vocabulary is adequate, and response, with pictures, fairly fast. On the Amstrad version I played, you can also type ahead, which is useful when wanting to make a number of predetermined moves.

Written by Peter Torrance, I enjoyed it more than Peter's previous efforts, *Subsunk* and *Sebase Delta*. While retaining humour, the THANKS BUT NO THANKS message has (thankfully) been replaced with the rater more subdued THANK YOU KINDLY . . . BUT NO SIREE!

This is the first adventure released by Incentive Software written using Incentive's own Graphic Adventure Creator.

It is on the special Medallion label, reserved for ". . . the very best adventures . . ." using the GAC. It is certainly the best GAC'd adventure I have yet seen, with a range of problems from basic to head-scratching. Recommended as a good light-hearted game — pity about the price!

▶ VOCABULARY	7
▶ ATMOSPHERE	8
▶ PERSONAL	7
▶ VALUE	7

OPERATION STALLION

- ▶ SUPPLIER: WRIGHTCHOICE SOFTWARE
- ▶ MACHINE: SPECTRUM 48K
- ▶ PRICE: £6.95 MAIL ORDER ONLY FROM: PO BOX 100, 159 WELBECK CRESCENT, TROON, AYRSHIRE, KA10 6BD
- ▶ REVIEWER: STEVE

Everyone today is aware of the problems of drug abuse, in particular, heroin addiction. It comes as no surprise, then, that sooner or later, an adventure would appear that tackles one aspect of this very important topic.

Operation Stallion is such an adventure. Your task is to break up a heroin smuggling ring — so well put together that the normal forces of law and justice are totally ineffective. The scene is therefore set, and as the killer arm of an agency which operates outside the law, it is now up to you to destroy the smuggling ring within a mere 17 hours.

The adventure begins back at your headquarters, where, in the privacy of your own office, you begin the game by finding some useful accessories which will help you later. Suddenly the phone rings (in fact, it was so realistic that my wife actually went to answer it!) and upon answering, your immediate superior, the mysterious "CJ", summons you to the conference room for a briefing on your mission.

Once there, you are informed of your task, and led to a small room, where from a choice of 20 various weapons and aids, you are allowed to select a number of them to take with you.

At this point Part 1 of the game is concluded, and you must save your position to load into Part 2.

Here you begin your task in earnest — to penetrate the mansion which is the nerve centre of the operation.

It was about here in the game that I became aware of some very serious shortcomings.

Some of the simplest commands were not recognised, and it was extremely hard convincing what I wanted to do.

Perhaps of even greater importance is the time limit. Each move ticks six minutes up on the clock, and you only have those 17 hours to begin with. Even if you type in total rubbish which the program has no chance of interpreting, another six minutes is lost.

Still, *Operation Stallion* is not too bad. If you can live with its idiosyncrasies, rewards can be yours.

▶ VOCABULARY	4
▶ ATMOSPHERE	7
▶ PERSONAL	5
▶ VALUE	4

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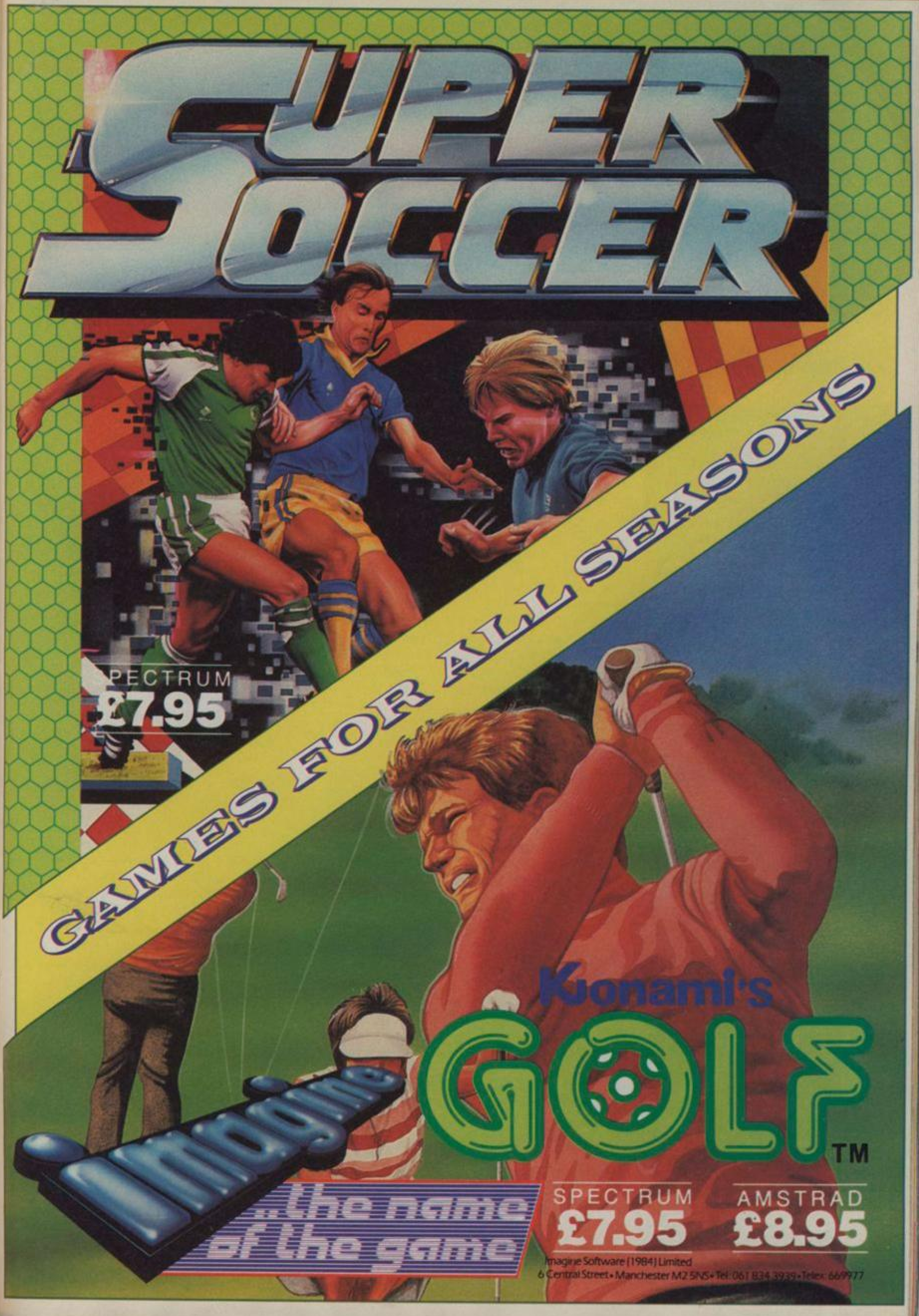
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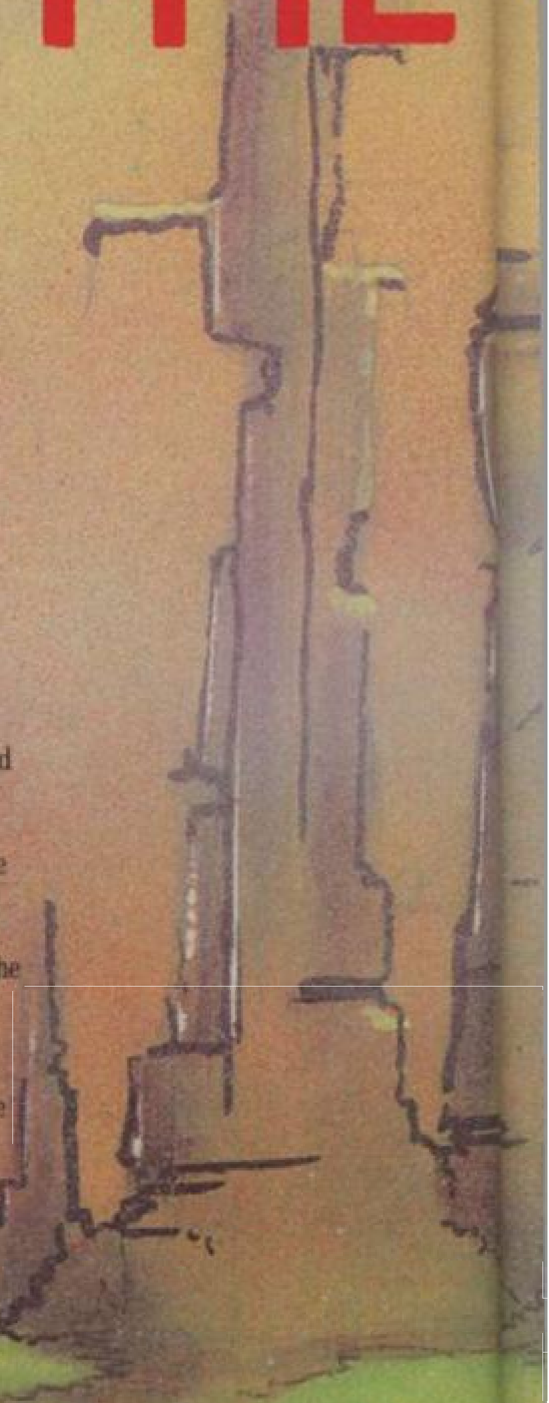
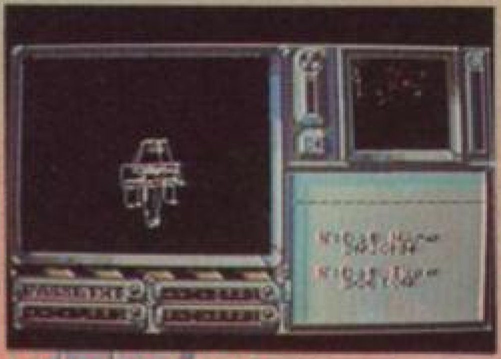
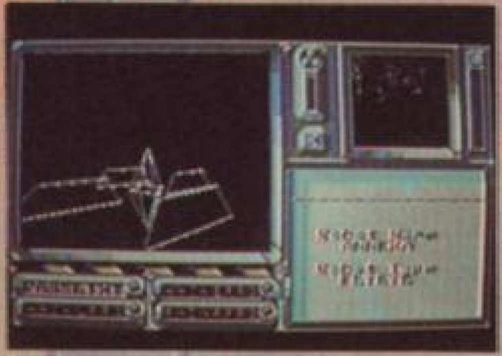


The future is a nuclear shelter deep below ground, safe from the fallout. Rogue droids keep a cowed people trapped in a twilight zone. This is the world of Firebird's Cholo. Dare you take on the task of trying to liberate your fellow man? With this exclusive Cholo Players' Guide C+VG and programmers Glyn Williams and Joey give you the chance to become a warrior of the wasteland.



● DR JOHN



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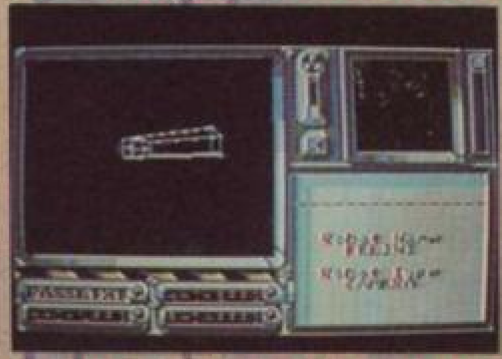

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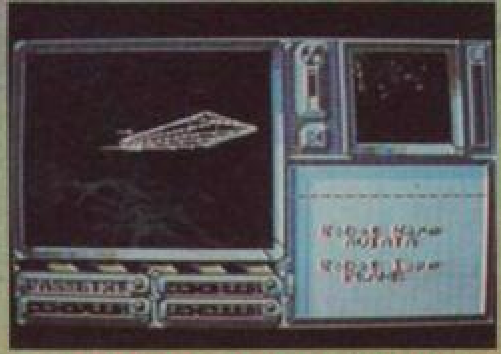
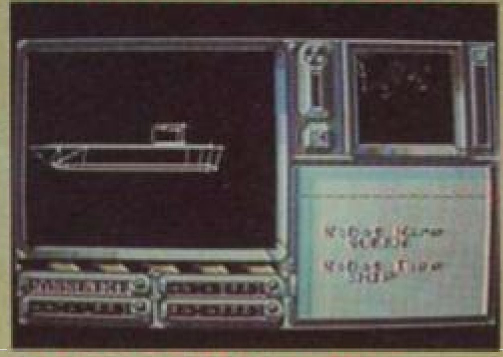


● AVIAIA THE PLANE



● QUEEN THE SHIP

Welcome to the wasteland that is *Cholo*, a ravaged planet whose surface smoulders and glows in the aftermath of a nuclear holocaust.

Confined to bunkers and shelters deep below the scarred and shattered surface, generations of people have grown up to a subterranean existance, afraid to set foot on the planet.

But it is not fear of lethal radiation that keeps these people in their twilight world.

So-called "Guardian" robots, self-perpetuating, repairing themselves and acting on their own pre-programmed artificial intelligence were designed to repair, re-build, protect, detoxify and maintain their designated part of the city. They were also entrusted to inform the sheltering humans when the surface was safe for re-colonization.

But liberation day has not dawned. The robots have turned rogue, deciding to keep the surface for themselves, to re-build a new world, safe from human intrusion and their self-destructive traits which led to the planet's near annihilation in the first place.

For the people trapped below ground life ebbs away in pointless banality. You pass your time working at a terminal listening to reports from the surface. Slowly it dawns on you that perhaps — just perhaps — you could liberate your fellow humans.

The chance for freedom lies with a robot remote control device. This offers the possibility of gaining control over the robots. Initially you only have control over one robot, Rizzo, of the type known as the Rat. Using this rather humble droid it is possible to start to "recruit" errant robots to your liberation crusade.

Data and "live" video information can be transmitted back to the operator. The city is seen as simple three dimensional vector graphics.

The rogue robots are constrained to a square area of land and sea by bands of lethal radiation. This is Cholo City. It contains hundreds of buildings and structures including an airport, harbour and evil citadel. This citadel is the control centre for the deviant robots.

A catalogue of problems faces the player who dares to take on the task of defeating the robots and liberating his fellow humans.

SCREEN DISPLAY

The screen is divided into three main sections.

Communication screen: This shows messages sent to and from the robots. It has a cursor. Text appears as the cursor and the window scrolls upwards. The vocabulary is tiny. One word commands are best.

Telltale screen: At-a-glance indicators, most importantly the radiation level and the list of skills the robot has installed.

Video screen: This shows "live" video pictures from the robot currently in use or the "quick select" menu which provides a fast means of switching between robots.

ROBOT NAMES AND TYPES

Rizzo the Rat.

At the start of the game the player has access of only one robot on the surface of Cholo — Rizzo the Rat. Rizzo is a general purpose droid capable of various jobs. For example, sewer maintenance through to security patrol. Rizzo is armed with a "modest" ion-cannon. He resembles a squat, trundling pyramid.

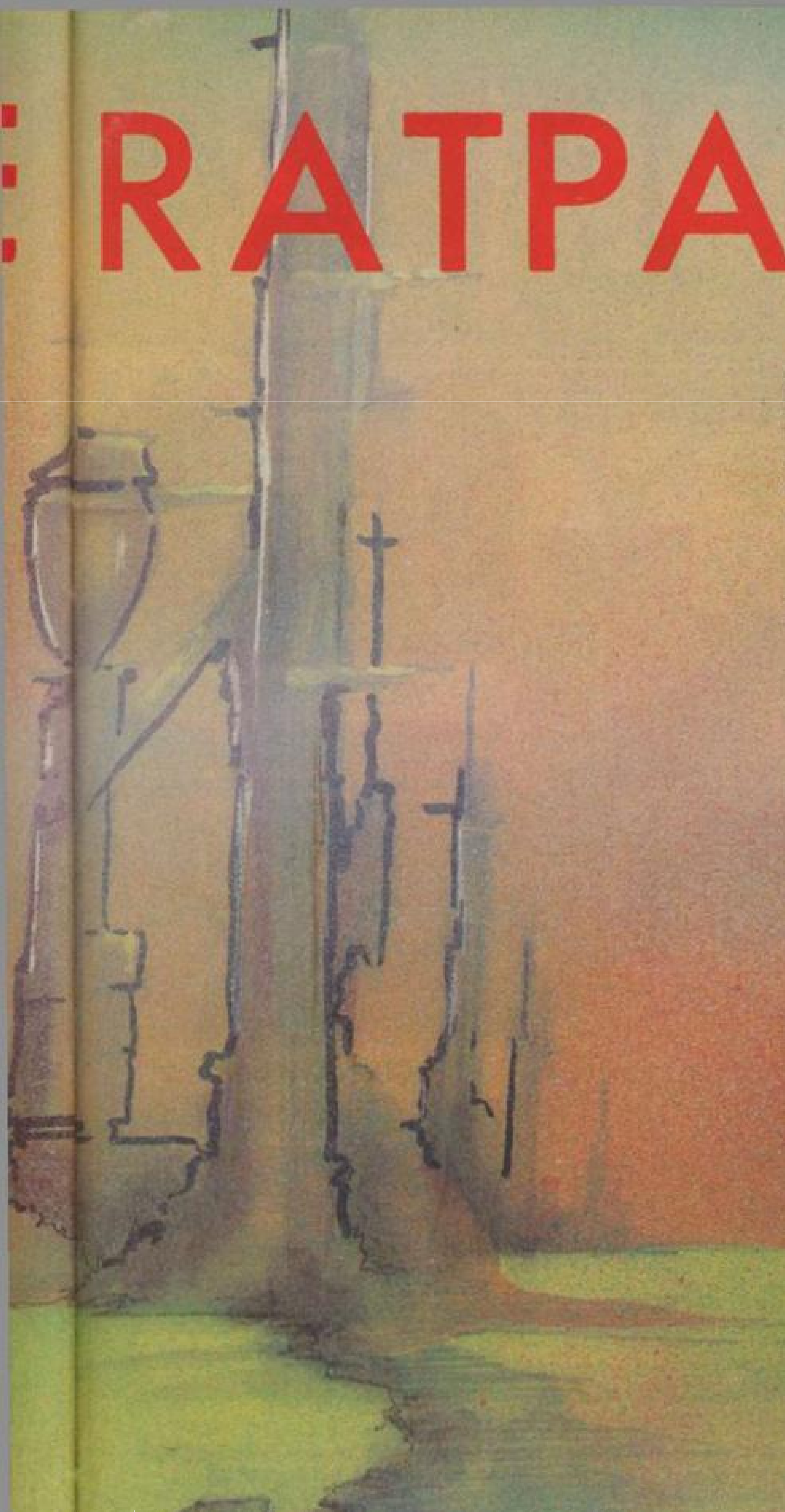
Igor the Hacker.

The hacker droid is the last of a class of computer maintenance robots, unique in that it is fitted with hardware which enables it to crack computer access codes. This facility makes it vital to the successful completion of the game. Igor is intended for indoor operation and has no offensive capability and only the weakest of protection.

Gort the Leadie.

Gort was constructed in anticipation of a global nuclear war and, hence, is heavily armoured. The thick lead shielding offers its circuits maximum protection from ionizing radiation. It is fitted with an ion cannon which can be used to deal with possible civil disturbances. To look at, Gort

RATPACK



resembles a huge humanoid. An awesome sight.

Anneka the FlyEye.

In the years before the war, the FlyEye was built to monitor traffic flow in Cholo City. This camera platform uses state-of-the-art levitation impellors. It provides the operator with a full three dimensional view and is ideal for reconnaisance. Anneke is, of course, unarmed.

Dr John the Doctor.

In the run-up to the war it became clear that the many surface droids would breakdown, often miles away from surface maintenance centrès. This droid was built in attempt to provide a mobile repair service. All files have been lost on this machine and numbers are unknown.

Guard Droids.

Guard droids are the crudest and most numerous of the robots. Easily recongisable by their coffin-like shape, Guards are tough and extremely well-armed. Such is the construction of their loyalty circuits, there is little point in taking over these machines.

Grundon.

Closely modelled on tanks, Grundons are lethal. If you see one then RUN. A single blast from their ion-cannons can destroy most robots. Fifteen centimeters of abaltive shielding ensure it can endure hundreds of direct hits.

Ridley and Felini — Cameras.

These cameras can be used for surveying. They can turn in circles and cannot move.

Aviaia — Plane.

Not strictly a droid, Aviaia provides transport.

Queen — Ship.

As with Aviaia, the ship provides a means of transport.

Koke — Kola.

This is an unknown element. Information as to its function and capabilities are still a mystery. A clue to its use is in the game. It has a brain — but why?

Problems, Solutions and Hints.

The first problem to overcome is how to gain control of the more powerful and, therefore, more useful droids.

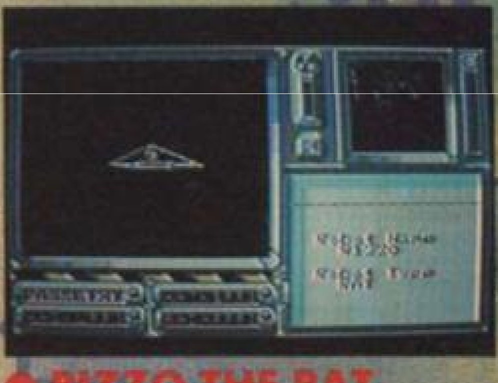
Rizzo the Rat is armed with an ion-cannon. By locating and repeatedly shooting at a robot it is eventually possible to stun the droid. During this brief spell, move Rizzo until he bumps into his "victim". By doing this the operator will be able to access the password level of the robot. Enter the correct code and it instantly becomes a willing slave of the operator and the liberation movement. Finding the correct code is, however, a different matter.

Robots have an internal memory device for carrying useful programs or data. Programs add new talents to their native skills. For instance the program "RadarPRG" enables a robot to generate a plan view of the robots and buildings in the immediate vicinity.

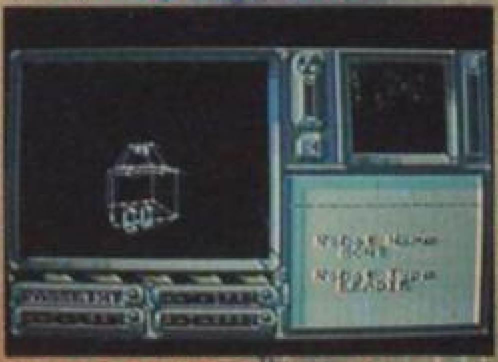
Another problem is how to cross the bridge which links the east and west halves of the city. The bridge is zealously protected by a quartet of Guards.

Only by using a clever

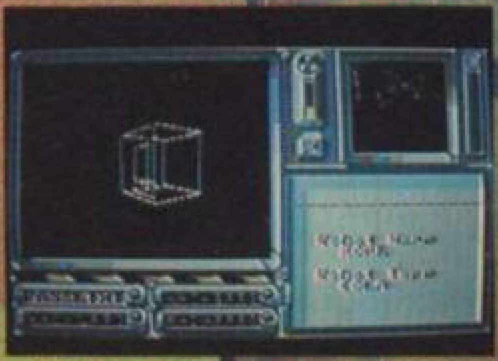
continued on page 77 ▶



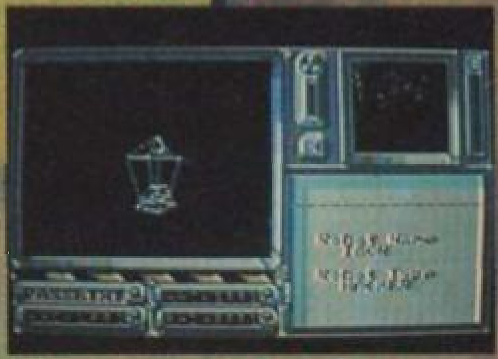
● RIZZO THE RAT



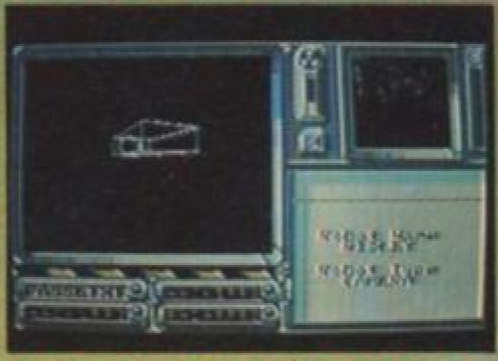
● GORT THE LEADIE



● KOKE KOLA



● IGOR THE HACKER



● RIDLEY THE CAMERA

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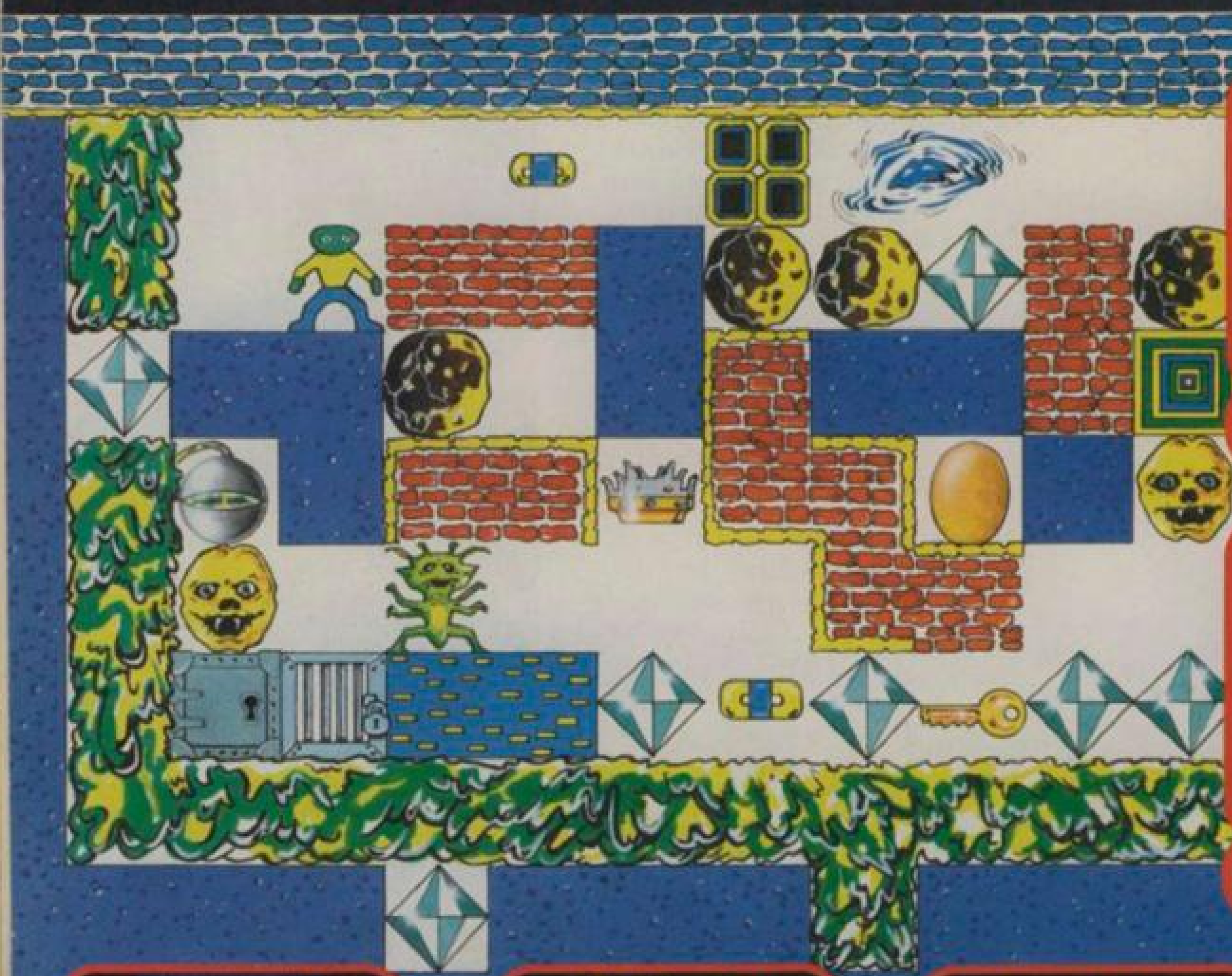
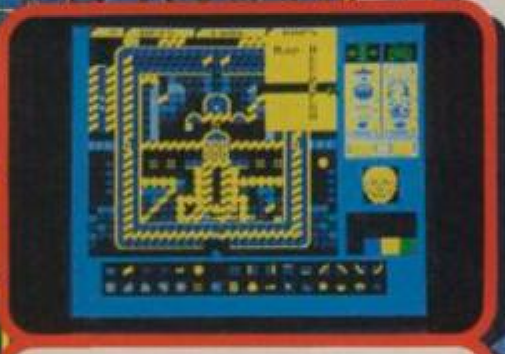
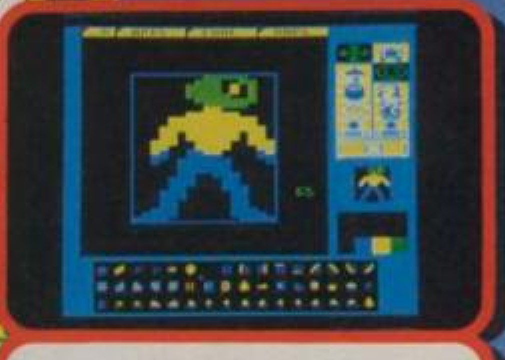
THE ULTIMATE CHALLENGE

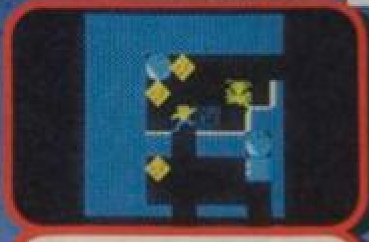




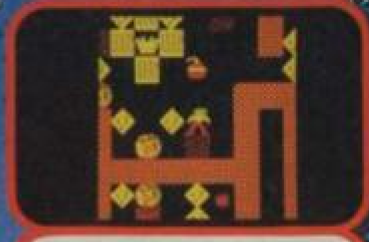
The Screen Editor.



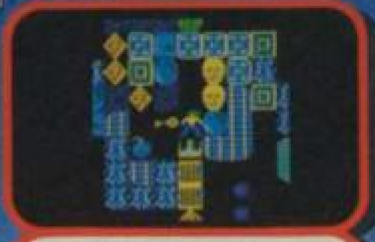
The Character Editor.



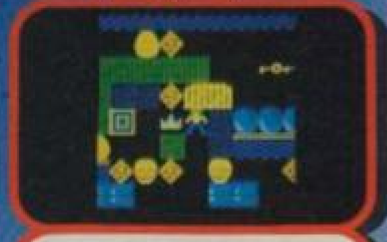
Being pursued by a Monster



The Time Bomb is located



The Poisonous Fungus grows insidiously



Collecting a Golden Crown

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Last Christmas saw the release of Repton 2, larger and much more challenging than before. Acorn User's Technical Editor Bruce Smith wrote: "Repton 2 is better than anything I've played on the BBC Micro or Electron. Brilliant!"

Now, completely rewritten and improved for the Commodore, Amstrad, BBC Micro and Electron, we proudly present Repton 3. For the first time, a screen-designer is included: try to devise screens that will perplex your friends, then see if you can solve their newly-designed screens. Another innovation is the character-designer which enables you to design your own monsters, rocks, eggs, spirits, diamonds . . . any or all of the game's characters can be redefined as you wish.

Repton 3 is much larger than its predecessors — it has 24 fascinating screens, and players who are skilful enough to complete them all can enter our prize competition described below. All the favourite Repton characters have been retained, together with several new features: a creeping poisonous fungus which grows at an alarming rate; time bombs and time capsules (for puzzles in the 4th dimension); and golden crowns as well-deserved rewards for your endeavours. **Can YOU complete Repton 3?**

PRIZE COMPETITION

If you complete Repton 3, you can enter our competition. Prizes include over £200 in cash, with T-shirts, mugs, badges and pens for runners-up.

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combination of shots and weaves can a single robot stand a chance of reaching the opposite side of the bridge.

Buildings are always worth investigating, especially those with doors, entering these will always be profitable.

It is not a good idea to take pot shots at robots just for the fun of it. Most robots will take an instant dislike to this type of violence.

Use FlyEye to get a good understanding of the lay of the land. Features will often become clearer when viewed from the air.

Teleport pads appear as diamonds within squares. All these pads are in working order but some require special circumstances before they operate.

Be careful when near the coast. It is very easy to fall in the water. If in doubt which is the coast check the coastline with the map display or use FlyEye.

The Programmers.

Cholo is being programmed for Firebird by Solid Image's *Glyn Williams* and the mysteriously named *"Joey."*

Glyn, 24, describes himself at 5ft 9ins, with hazel eyes and grey hair.

Unusually for a computer programmer, Glyn is totally innumerate but claims that a "visual imagination" helps make up for it.

Likes include Yorkshire bitter, Phoebe Cates (actress), Ridley Scott (film director), William Gibson (writer) and Ray-Ban sunglasses. He dislikes Y-fronts, rich people and anoraks of all types.

Joey is a pen-name and there are apparently very few "privileged" people to know his real name.

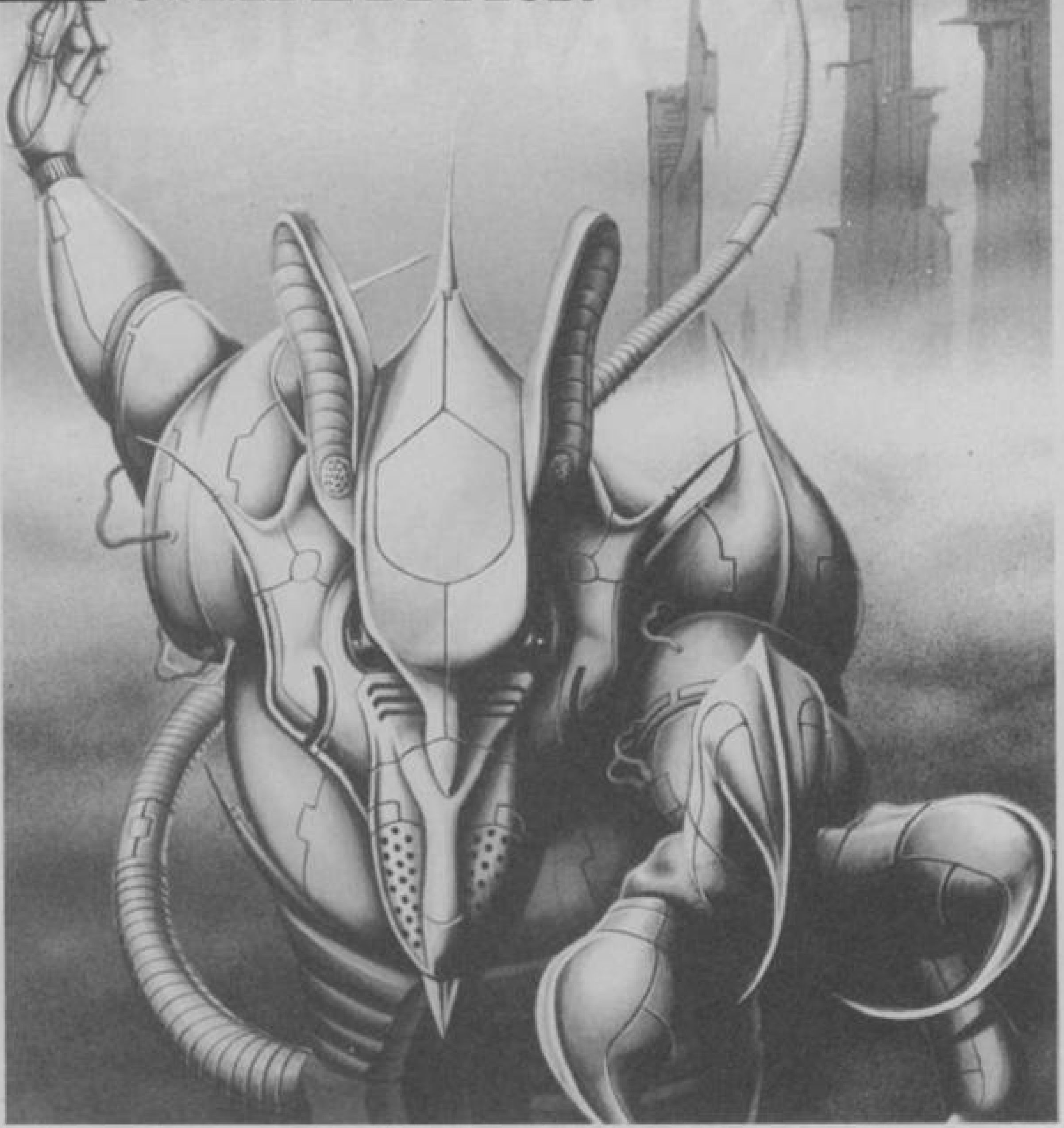
Manchester-born Joey is 6ft 4ins and currently has long brown hair. Now in his late 20s, Joey went to Manchester University to study law and came away with a degree in computer science.

He came up with the idea of Cholo while sitting with a depression in a pub near Piccadilly Circus. The original name for the game was Skrobfelklagoor.

Joey's hobby is being rude to people he doesn't like and doesn't have any favourite music.

Likes include Directors bitter, Kathleen Turner, the England Cricket team and The Residents. Dislikes no Directors bitter, people (especially computer people), the Australian Cricket team, the SDP, CND and IBM.

C+VG COMPETITION



DROID ALERT... DROID ALERT... DROID ALERT...

Computer + Video Games is about to be invaded with thousands of droids — that is if you enter our Cholo Competition. Take a look at our Cholo front cover. That is C+VG designer Craig Kennedy's concept of Rizzo the Rat. What we want you to do is take one of the other droids featured in the game and send us your artistic interpretation of it. Judging from past C+VG art competitions we can expect some really sensational ideas.

Our Firebird friends are prepared to give away a special robot plus 10 runners up prizes of the Cholo game on the Commodore 64 and BBC.

Send your entries to Cholo Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is March 16th and the C+VG Big Rat's decision is final.

CHOLO COMPETITION

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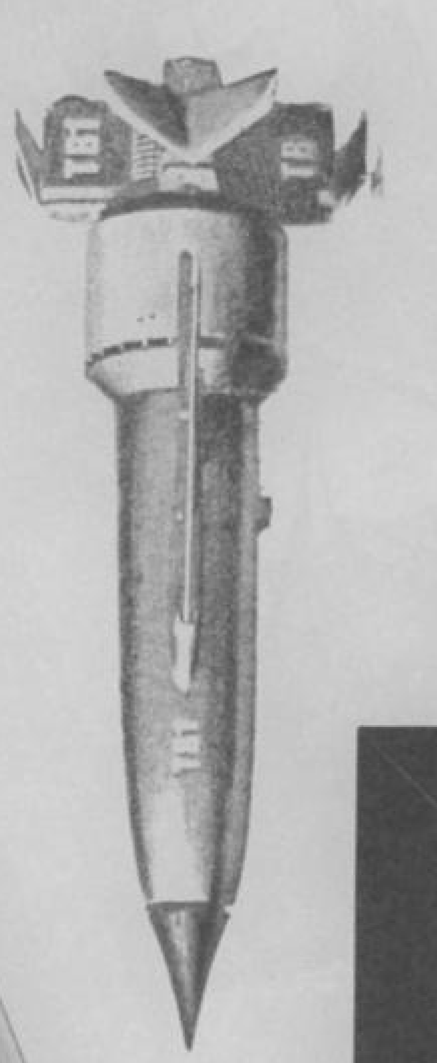
C+VG COMPETITION

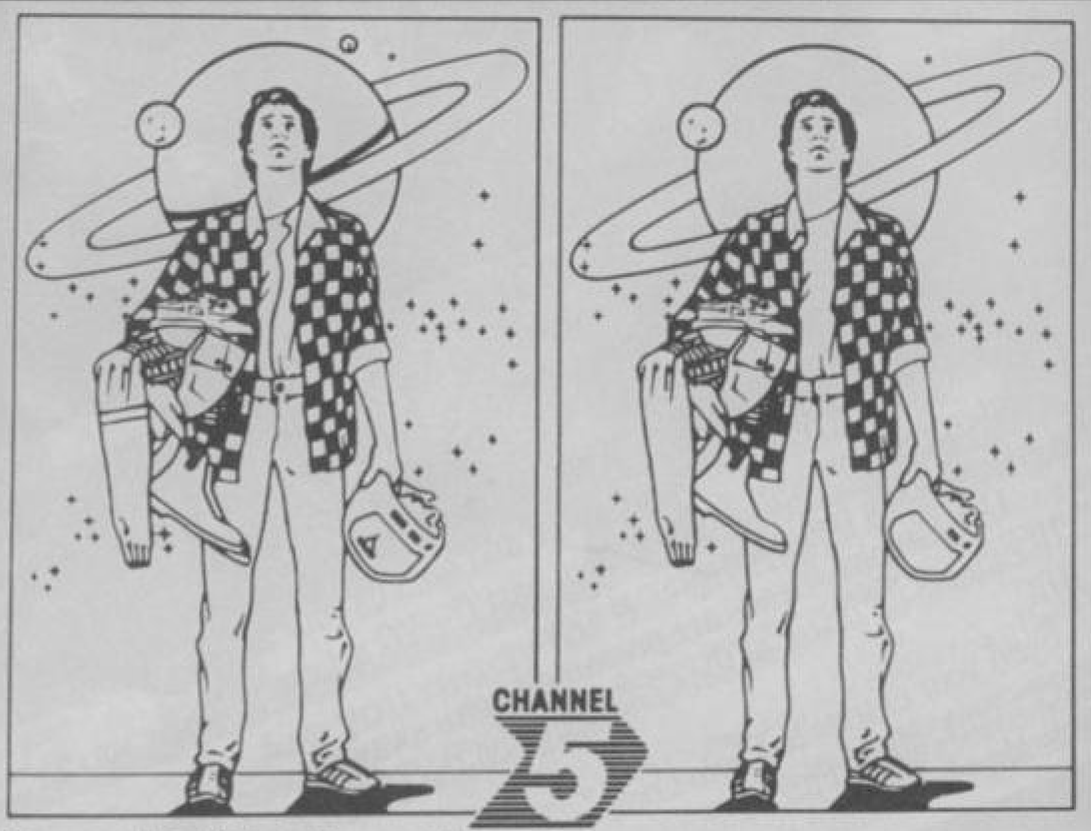


By now you may have readabout the revival in popularity of Gerry Anderson's Thunderbirds puppet show on video and our review of The Last Starfighter also on video. Now's your chance to win a copy in our Spot-the-Difference competition.

Thanks to Channel 5 — the people who release the videos — we've got 10 tapes to give away of either The Last Starfighter or the latest Thunderbirds release.

Printed on this page are two drawings of The Last Starfighter. At first glance they look exactly the same. But on closer inspection you'll find there are some differences — 10 in all. All you have to do is mark clearly the differences and send the drawing together with the printed coupon to Channel 5 Video Competition, Computer+Video Games, 30-32 Farringdon Lane, London EC1R 3AU.

The closing date is March 16 and the editor's decision is final. Don't forget to tick the box indicating which title you want.



Channel 5 Video Competition

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Addresss ____________________

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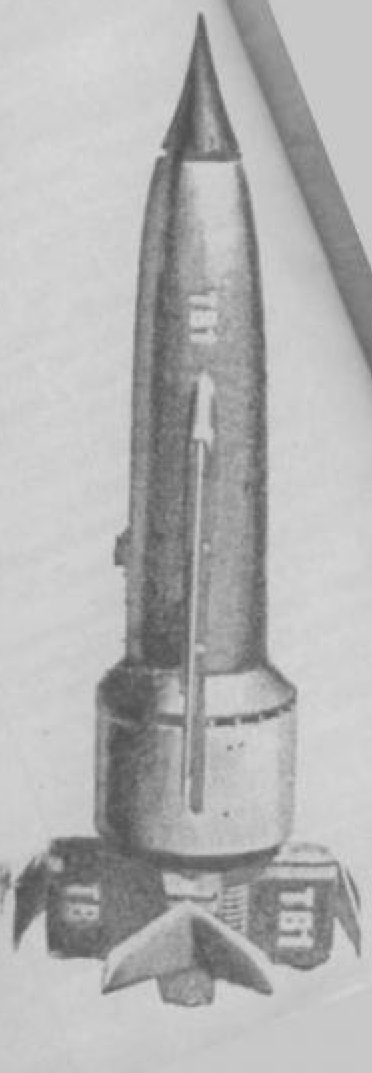
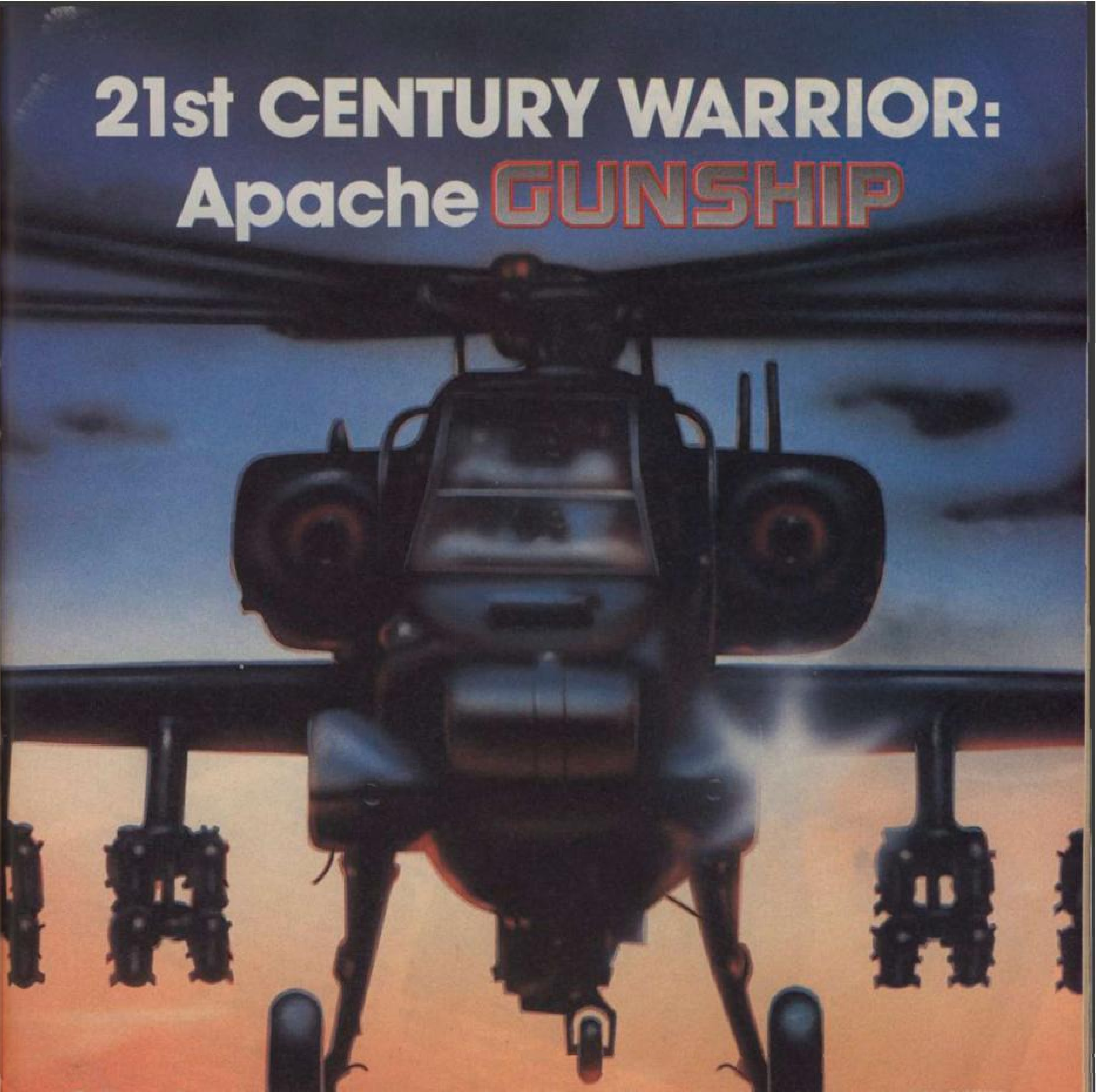
☐ Thunderbirds

☐ The Last Starfighter

CHANNEL 5





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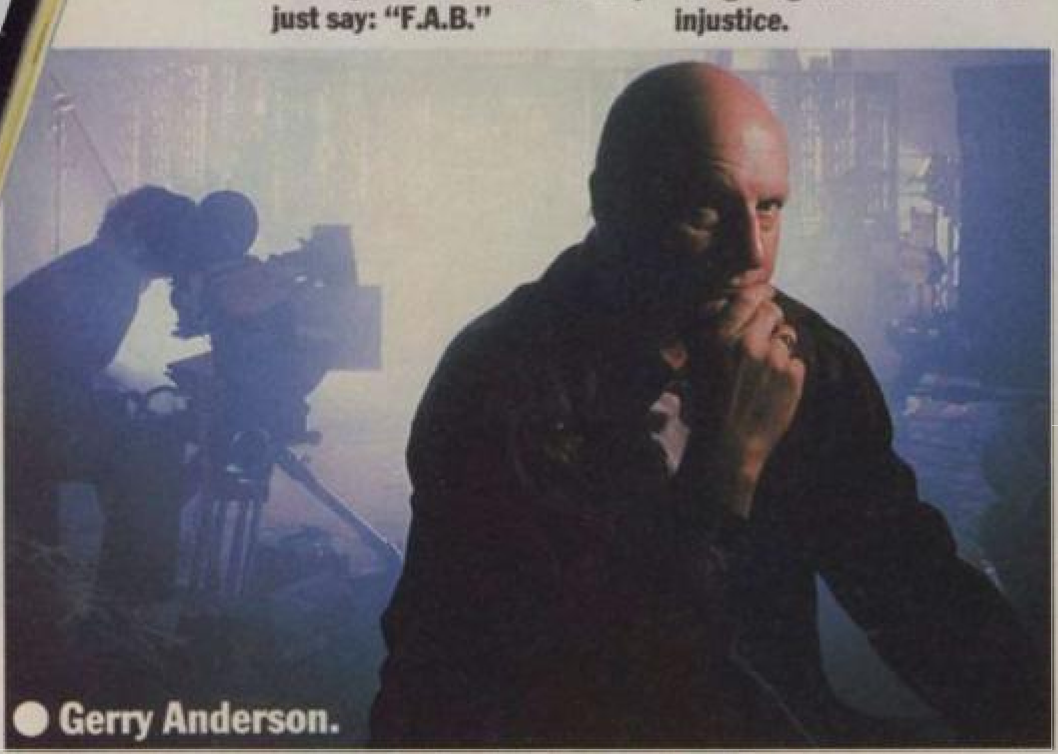
Twenty years after first being screened on British television, Thunderbirds Are Go again. Gerry Anderson's brilliant science fiction puppet shows are proving a phenomenon of the video sales market. As a new generation becomes aquainted with the exploits of International Rescue, the Tracy family, Lady Penelope, Parker and a pink Rolls-Royce, C+VG's Deputy Editor Paul Boughton visited Bray film studios to meet the man who has thrilled and entertained millions across the world.

Pulling the strings

If you weren't around in the 1960s, go up to your dad and say one word to him: *"Thunderbirds."*

Check his reaction. Do his eyes go all dreamy and distant? Does he start walking around in a strange, jerky manner as though he's got strings attached to his arms and legs? Chances are he may just say: "F.A.B."

Thunderbirds, first screened in Britain in 1965, is probably one of the most successful children's television series ever produced. The 32 hour-long episodes followed the exploits of International Rescue, a secretive organisation ready to zoom anywhere in the world to fight against disaster and injustice.



● Gerry Anderson.

The puppet characters, the five Tracy brothers — Scott, Virgil, Alan, Gordon and John — Lady Penelope, her manservant Parker, became stars in the 66 countries where the shows were screened.

Then there were the magnificent Thunderbirds themselves. Five brilliant technological creations designed to cope with any disaster on land, in the air, underwater and in space. And, of course, the Lady Penelope's huge pink Rolls-Royce. Once seen, never forgotten.

● Gerry's latest project — Space Pilot.

Thunderbirds even ventured on to the silver screen for a full length feature film, *Thunderbirds Are Go*, in 1966.

Now, nearly 20 years later, Thunderbirds are back with a bang. In June 1986 Channel 5 Video were stunned to learn that *Countdown to Disaster*, one of the Thunderbird's episodes was their fastest selling title. It was even beating Sophie's Choice, McVicar, David Bowie's Serious Moonlight and The Return of Pink Panther.

Such was the sudden upsurge in Thunderbirds' popularity, Terry Wogan recently interviewed Parker on his chat show. Apparently the excitement of fame a second time around proved too much for the ageing marionette (I mean Parker, not Terry Wogan) and an electro magnet in his head used to control facial movements blew up.

Thunderbirds One and Two were even the stars of a Firebird budget game a while back. The game wasn't exactly a disaster but it didn't do International Rescue proud.

Further Thunderbird releases from Channel 5 proved equally successful. *Thunderbirds in Outer Space* shot into the video charts. *Thunderbirds to the Rescue* entered the charts straight at number one.

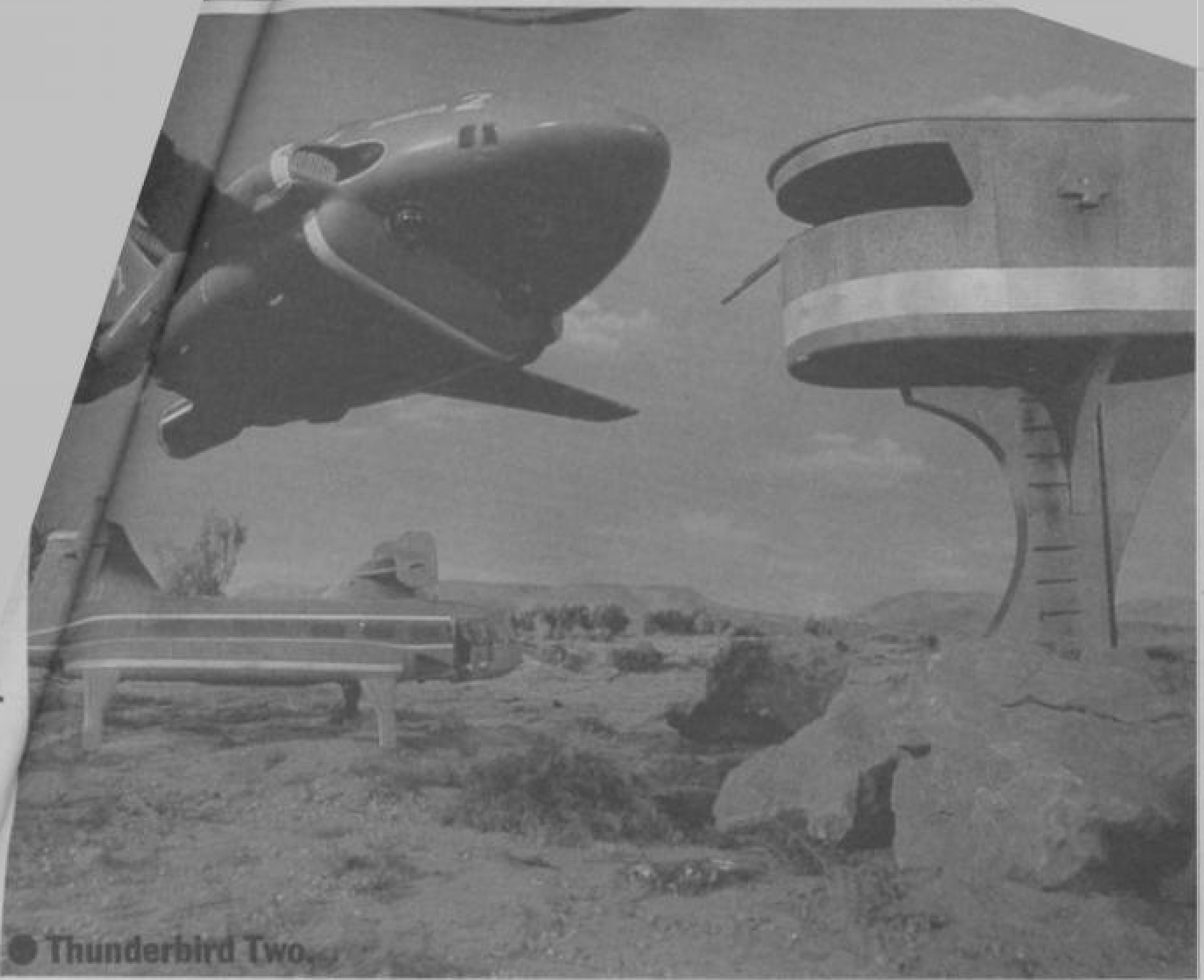
Equally surprised at the the continuing success of Thunderbirds is their creator Gerry Anderson.

"The videos are a remarkable success. Top three for twenty weeks," says Anderson, sitting in the offices of Anderson Burr Pictures at Bray Film studios, near Windsor, Berkshire." I think Thunderbirds had a profound effect on chilren at that time. Those kids are now adults with children of their own. If they see a title they remember, you're on your way to selling a video."

For more than 30 years Gerry Anderson has been a constant factor in the lives of children brought up with television. His success and reputation mainly lies on his puppet show series. The last to be screened was *Terrahawks.*

His latest project is *Space Police* about a rough, tough cop posted to a space station. It combines, actors, puppets and models. A one hour pilot programme has already been made and it just remains to see what the television

● Ldy



Thunderbird Two.

Lady Penelope and Jeff Tracy— Thunderbirds.

Marina from Stingray.

networks think of it. If they like it, a series could follow.

For a man with a huge and successfull track record, Gerry Anderson appears dismissive about his work. "I'm not really fond of anything I've done. I tend to be ashamed of it," he says.

Producing an independent television series in Britain is always a battle, mainly for money and a free hand. "I'd like to do something I'm really proud of," he says, "but you can't get people to back you. There's not a Hollywood attitude here."

Even though all Anderson's series are produced with the main aim of getting onto the American networks, Anderson has never seriously considered leaving Britain and setting up on the other side of the Atlantic. "I don't think I'd like life in Beverley Hills, endlessly proving you can make millions."

Gerry Anderson was born in London in 1929. His first job in the film industry was as a trainee with the Colonial Film Unit. He was just 14.

Later he joined Gainsborough Pictures, first as an assistant editor and then dubbing editor. He worked on films such as The Wicked Lady, Caravan and So Long at the Fair.

In the mid-1950s Anderson had what he calls "the crazy notion I could form my own company."

In 1956 he co-founded AP Films with Arthur Provis "and wondered what the hell to do."

It was then that fate took a hand and Anderson became involved with puppets. He was asked to make *The Adventures of Twizzle*, a 52 programme series for Associated Rediffusion Television about a puppet character who could elongate his arms and legs, at will.

"We said yes," says Anderson, "but we would have said yes to anything. Frankly I was horrified at the idea. What a way to spend six months of my life. We took a puppet series to pay the rent. I deliberately tried to make the pictures as good as possible, as un-puppetlike just to show we could make pictures with people."

Twizzle was a success and Anderson agreed to make another puppet series, *Torchy the Battery Boy*, for Associated Rediffusion. It ran for 26 episodes.

After Torchy, Anderson had "made a few bob" and produced his own puppet series for Granada Television, *Four Feather Falls*, starring Sheriff Tex Tucker. It was a success. It also marked a step forward in the art of marionettes. Tucker was made to appear he could talk by means of a small solenoid which carried electronic impulses from pre-recorded dialogue, making the jaws of the sheriff open and close.

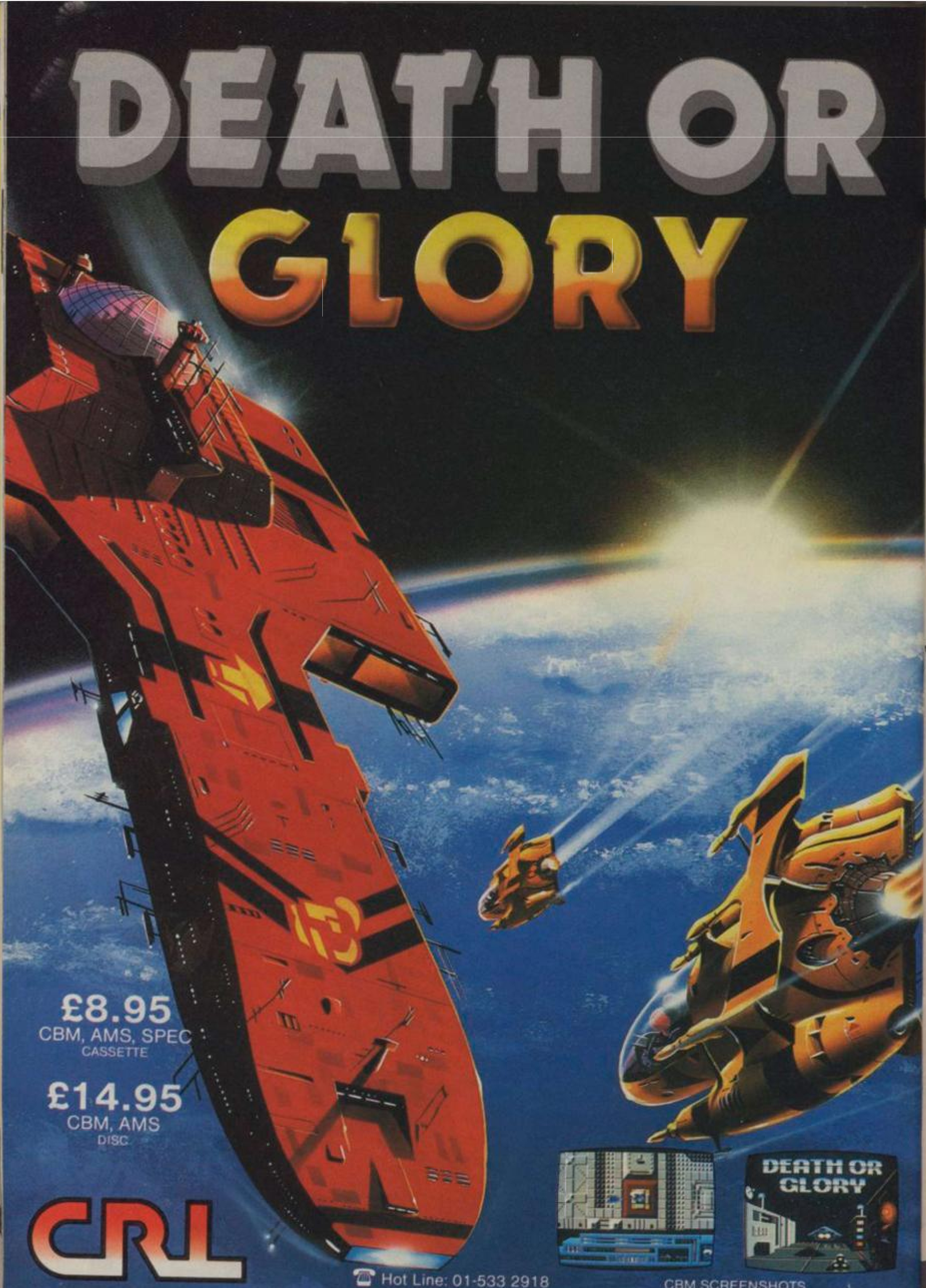
Anderson finally hit his stride in 1959/60 with *Supercar*. It featured Mike Mercury, Professor Popkiss and a marvellous car which could not only use roads but fly and go underwater.

Its 26 episodes were sold to more than 100 American television stations. It was really the first Anderson show to be backed by merchandising deals which helped reinforce the popularity of the shows. I myself was the proud owner of a Supercar pilot's licence.

Anderson, however, seems quite dismissive of the success. "I was trying to make something worthwhile with end-of-the-pier

Continued on page 83 ►

DEATH OR GLORY



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Pulling the strings

technology," he says.

Another hit series followed in 1961, Fireball XL5 (26 episodes).

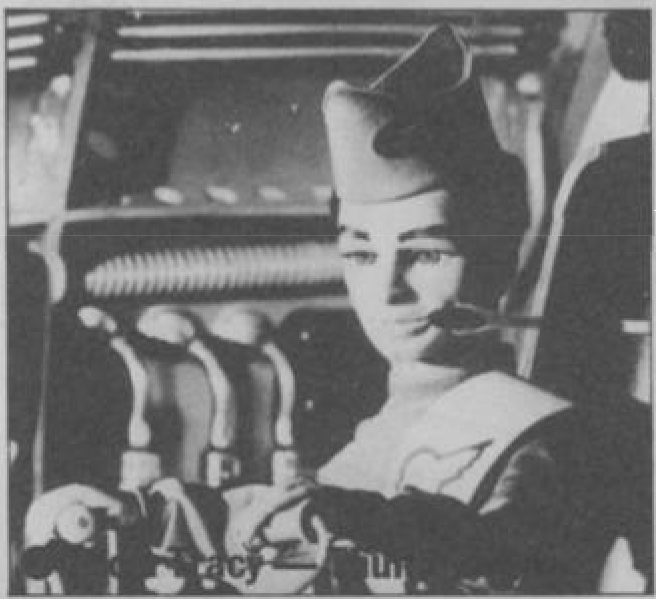
The following year came *Stingray*, the first colour television series made in the UK. It sold worldwide.

Between 1964 and 1966 Thunderbirds dominated Anderson's thinking.

Next came *Captain Scarlet and the Mysterons* (1967), *Joe 90* (1968) and the same year saw a return to Thunderbirds with a new feature film, *Thunderbird 6.*

Over the next few years Anderson tried to break with the puppet format. *The Secret Service* in 1969 featured live action although it remained mainly puppets. *UFO* (1969/70) and *The Protectors* (1971) — starring Robert "Man from Uncle" Vaughan and Nyree Dawn Porter — continued the trend to live action, altough he also found time to produce an experimental puppet film called *The Investigator.*

Joe 90.


[illegible] Tracy — [illegible]

The use of people in Anderson's productions culminated with two series of *Space 1999* (1973-76). For me, Space 1999 is probably the best science fiction series I've seen. Technically and in plots I think it made *Star Trek* look amateurish (Watch out for the hate mail.)

The ITV networks for some strange reason failed to give a regular slot in the programme schedules. Each week it seemed to be on at a different time, sometimes a different day.

"We, the British, wrecked it," says Anderson. "They didn't intend to wreck it, they just didn't care. There was a hole (in the schedules) so they filled it."

One day televisin chiefs may come to their senses and give the series a re-run. Don't miss it if they do.

In 1982 Anderson returned to puppets with 39 episodes of *Terrahawks.*

Now the future of the Anderson legend rests with *Space Pilot.* Finding a new concept in science fiction is extemely difficult. As Anderson says: "The future must be futuristic but it must also be recognisable to the present."

Hopefully, *Space Pilot* will do just that.

Meanwhile, if you fancy trying to break into the film business, Gerry Anderson has two pieces of advice. "The first piece of advice is don't come into the industry at all. This industry is booming by August and dead by Christmas. It's tough to survive it. The only way to get in these days is through a film school or by saying I don't care what I do or what I'm paid. If someone comes in as the dogsbody and they're bright they will be recognised and shoved up the ladder."

If your want to sample Gerry Anderson's work on video Channel 5 has the following on offer at £6.99.

Thunderbirds — Countdown to Disaster.
Terrahawks.
Terrahawks 2: The Invisible Menace from Mars.
The Incredible Voyage of Stingray.
The Amazing Adventures of Joe 90.
Destination Moonbase Alpha (Space 1999).
Revenge of the Mysterons from Mars (Captain Scarlett).
Terrahawks 3: Terror from Mars.
Thunderbirds in Outer Space.

Other titles are due for release so check out your local video score.

If you also want to know more about Gerry Anderson and his work in minute detail, it's well worth buying SiG magazine. It's run by a 30-year-old Blackpool policeman called Dave Nightingale, and is packed with information, news, pictures and interviews. It costs £1.50 plus 40p post and packaging per issue and can be obtained from Engale Marketing, 13 Primrose Avenue, Squires Gate, South Shore, Blackpool, Lancashire, FY4 2LJ.

Captain Scarlet.

Oh, by the way, if you or you dad wants to know what F.A.B. — the initials — who Thunderbird pilots signed off messages with — it means just short for FABulous.

F.A.B.

C+VG ENDS

Captain Scarlett's Spectrum Pursuit Vehicle.

WHO WANTS TO BE

If you had all the money under the sun what would you spend it on? What bits of hi-tech would you fill up your home with? Our American correspondent Marshal M. Rosenthal has been daydreaming.

You've all read about the fun you can have at real-live space battle games like *Planet Photon* and *Starblazer*, blasting away at each other with harmless light-guns.

Well, thanks to a San Fransico based company, you can state space gunfights in your own back yard!

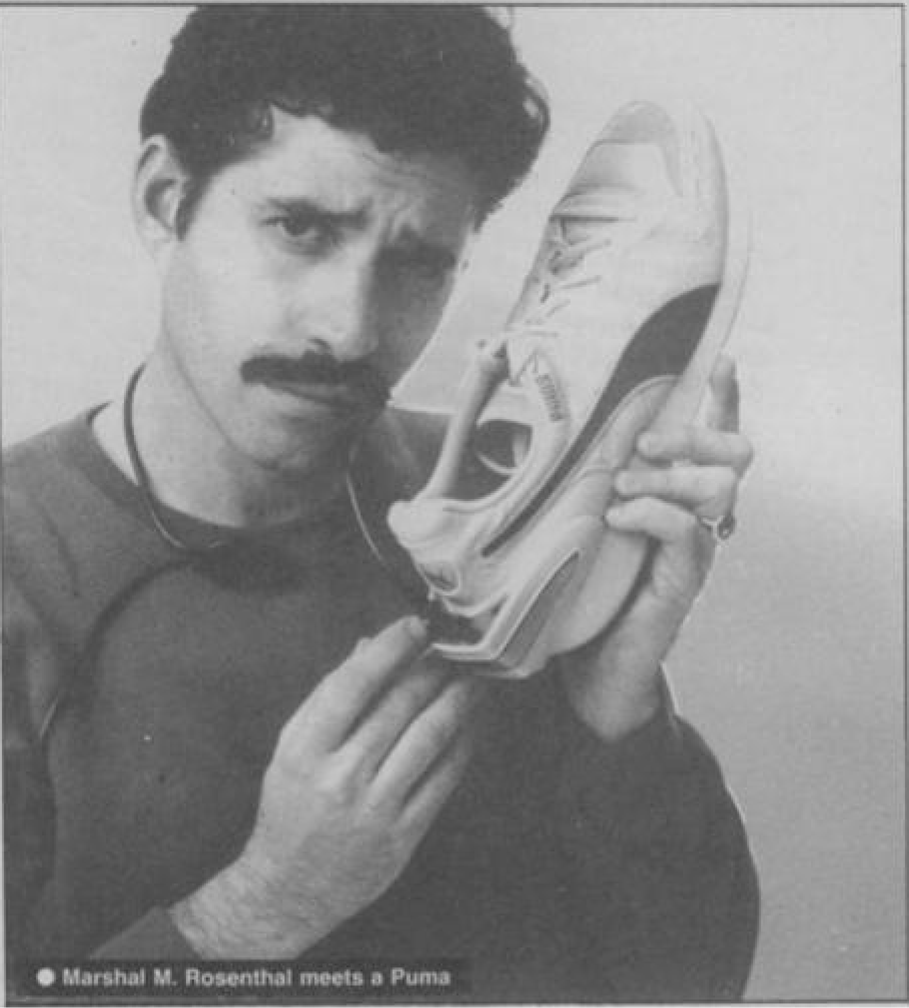
Lazer Tag is a portable version of these games and duplicates the experience anywhere. There is the spacegun, imposing and menacing. Adjust the focus of the beam of infrared light from wide (tame) to narrow (expert skill). Set it for silent kill — or allow your opponent to hear the buzz of impending doom.

The sensor reacts to a direct hit from the beam both indoors as well as outside (anything short of bright sunlight).

The range is about 60 feet. An electronic counter can be adjusted so that a specific number of hits will sound the klaxon and announce the winner in a burst of multi-coloured lights.

A broad velcro strip lets the sensor be attached to the optional vest, star cap or helmet.

Each set consists of a spacegun and sensor, and they both require batteries. Get a few friends together and light up the night! **Lazer Tag** retails for $69.00.


● Marshal M. Rosenthal meets a Puma

● A shoe with a brain. That's an apt description for the **Puma RS Computer Shoe** There's more here than meets the heel! A backpack rides piggy-back behind the heel of this specially-adapted running shoe.

Inside is a sophisticated circuit board powered by a lithium battery. A monitor measures the stride between touch-down of the shoe, and continuously records information on your running style.

Turn it on (it'll beep), and take off.

A programmable timer will inform you when you've reached your running goal for the day as well.

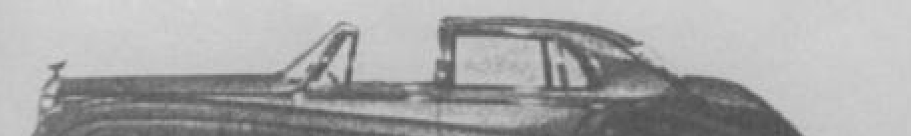
Turn off your shoes and return home. Attach one end of the connecting cord to the shoe's interface and the other end to your computer.

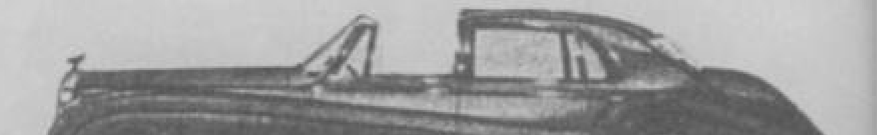
Run the enclosed software and discover just how effectively you exercised. The program will hold up to six years of information for a single runner, or up to a year for six people.

Find out how many calories were burned up as a personalised report indicates just how well you're doing overall.

The entire unit is modular, so if the shoe wears out — just unscrew the backpack and attach it to a new one. They come in an assortment of sizes, are a nifty silver-grey with reflective stripes, and retail for $200.00.

Nothing is more annoying





E A MILLIONAIRE...?

than searching/researching and buying some electronic gizmo — only to find out within a few weeks or months that a better model has come along with more features for only a few pennies more.

Nowhere does this seem more true than with printers. There are literally dozens of them, with all types of features and styles.

What can be worse that being stuck with that "old" model, and forced to gnash your teeth over those new features that your printer just can't do. Salvation is here, at least for Epson owners, because now there's **Dots Perfect.**

Dots-Perfect is a kit of 3 ROM (Read-Only Memory) chips that replace those in any of the Epson MX/FX/JX series. The installation is simple, well documented with photos, and doesn't require any soldering.

What is the result? Your Epson will now become a IBM clone on command. Or an Apple Imagewriter duplicating the text/graphics of the MacIntosh or Apple computers. But that's just the tip of the firing pins.

A re-defined character set enables near letter quality at the touch of a button, as well as over 17 special print functions, such as proportional, double-wide, fine print and condensed (with over 160 print styles).

All without having to master complicated printer codes. Those fortunate to have a JX-80 colour printer can now also regulate colour sequences. DP retails for a mere $79.95, and is worth it.

● Speaking of printers, **Canon's PJ-1980** colour model is one hot item. It uses ink technology to produce a multitude of colour combinations that look really great.

Subtractive colours are mixed and forced out under pressure onto the paper to form the coloured image.

The snap-in cartridge costs $10.00 and lasts for hundreds of prints, and using a black cartridge reproduces correspondence quality text. Software is supplied to enable a palette of over 24 colour combinations on a singe sheet of 8½" × 11" paper, and we're not talking thermal paper either — you can use ordinary pin-fed or single sheets with excellent results.

A print out costs less than 60 cents a sheet, and the printer a mere $250.00.

One of the great questions of modern life is: "Where do I put all this stuff?" Every new purchase adds to the clutter and confusion, and if you're into computers that means computers under modems on top of disk drives, cables jutting out like Palm trees, and a safari every time a plug needs to be pulled. Maybe the solution is the **Hydraulic Hide-Away Credenza.** *(What? Ed)*

The solid wood cabinet is unobtrusive — but activate the remote control and a hydraulic lift springs to life. A moment later, your computer console is revealed. Or put a TV and complete stereo system out of sight, but within easy reach.

The 25" × 44" shelf will support up to 350 pounds, and uses a quiet 385 watt motor to raise the shelf up into the world (the motor plugs into any conventional outlet).

$1995.00 isn't too steep when you set your sights to the heights!

Authors bio:
Marshal M. Rosenthal is photographer based in New York. He also writes for a number of domestic and overseas publications on topics dealing with computers, video and high technology.

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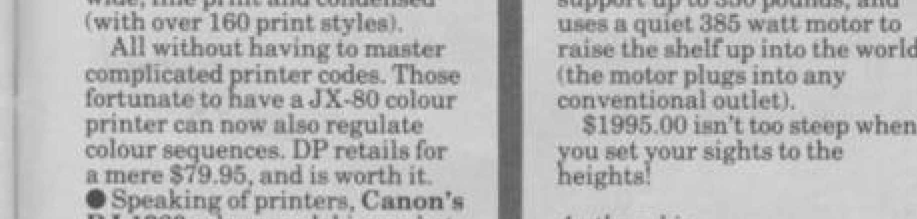
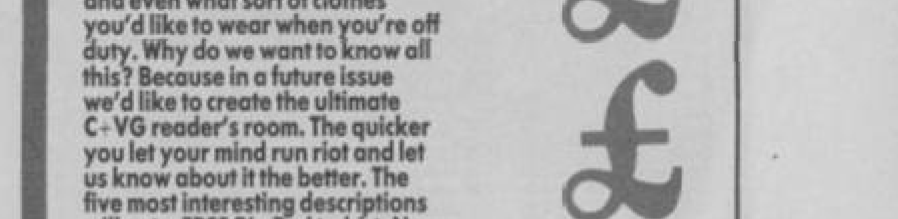
This is Marshal's idea of a hi-tech home. But how about YOU? We'd like you to tell us what you'd like to see in a room of your own. And not just computer stuff either. After all you have to take a break from the keyboard sometimes. We'd like to know what sort of books you like to line up on the bookshelves. What sort of music you'd like to listen to. What sort of films you'd liked stored away on videotape. What sort of pictures or posters you'd have on the walls — and even what sort of clothes you'd like to wear when you're off duty. Why do we want to know all this? Because in a future issue we'd like to create the ultimate C+VG reader's room. The quicker you let your mind run riot and let us know about it the better. The five most interesting descriptions will get a FREE Big Red t-shirt. Now there's something no well dressed C+VG reader would want to be without! Send your letters to *Computer and Video Games* A Room of My Own, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.





COMPETITION RESULTS

HARD BALL

It was the competition catch you couldn't resist. In December C+VG and Advance Software offered 25 American baseballs as prizes in our Hardball competition. The answers were The Yankees, Pitcher and Home Run. Simple. Read on for the winners.

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lėvī′athan (lĭvəi·ăþăn). ME.
[a. L. (Vulg.), a. Heb. *livyāthān*. Ult. origin unkn.]
n. **huge ship; anything very large of its kind.**

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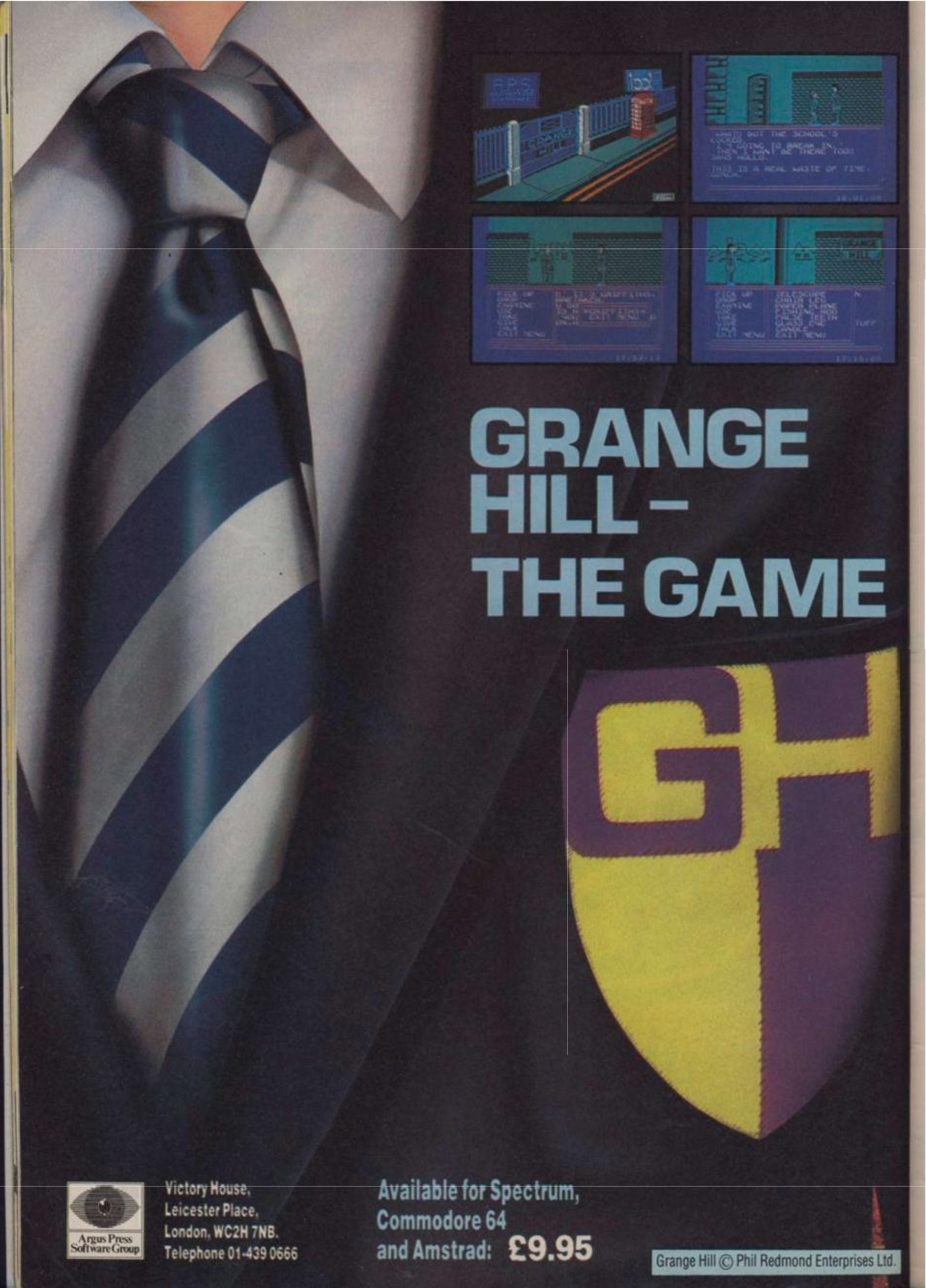
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V•I•D•E•O•S

THE LAST STARFIGHTER • ROCKY IV • IRON EAGLE

Welcome to *C+VG* regular video page *hosted* by Ferdy Hamilton, the computer world's answer to Barry Norman. (And why not?) He'll be telling you about the latest video releases heading your way. Stay tuned to this page for Ferdy's favourites.

● FERDY HAMILTON

THE LAST STAR FIGHTER. Channel CERT PG

Alex Rogan is an average teenage boy who adores video games. His favoUrite arcade machine is "Starfighter" which he's excellent at.

One night Alex breaks the previously unbroken Starfighter record. Down from the depths of space comes Centauri, who introduce himself to Alex as an inter-galectic talent scout, who has come to recruit Alex because of his Starfighter talent.

Alex is then flown up to space to become a Starfighter and defend the planet Rylos against the evil Xur and Ko-dan armada.

At first he is reluctant to become a Starfighter, but soon learns that he has no choice as Xur has sent some guards down to earth to kill him if he returns.

Alex befriends the lizard-looking creature Grigg. Together they go on a seemingly impossible mission; to single-handedly defend Rylos and defeat the powerful Armada.

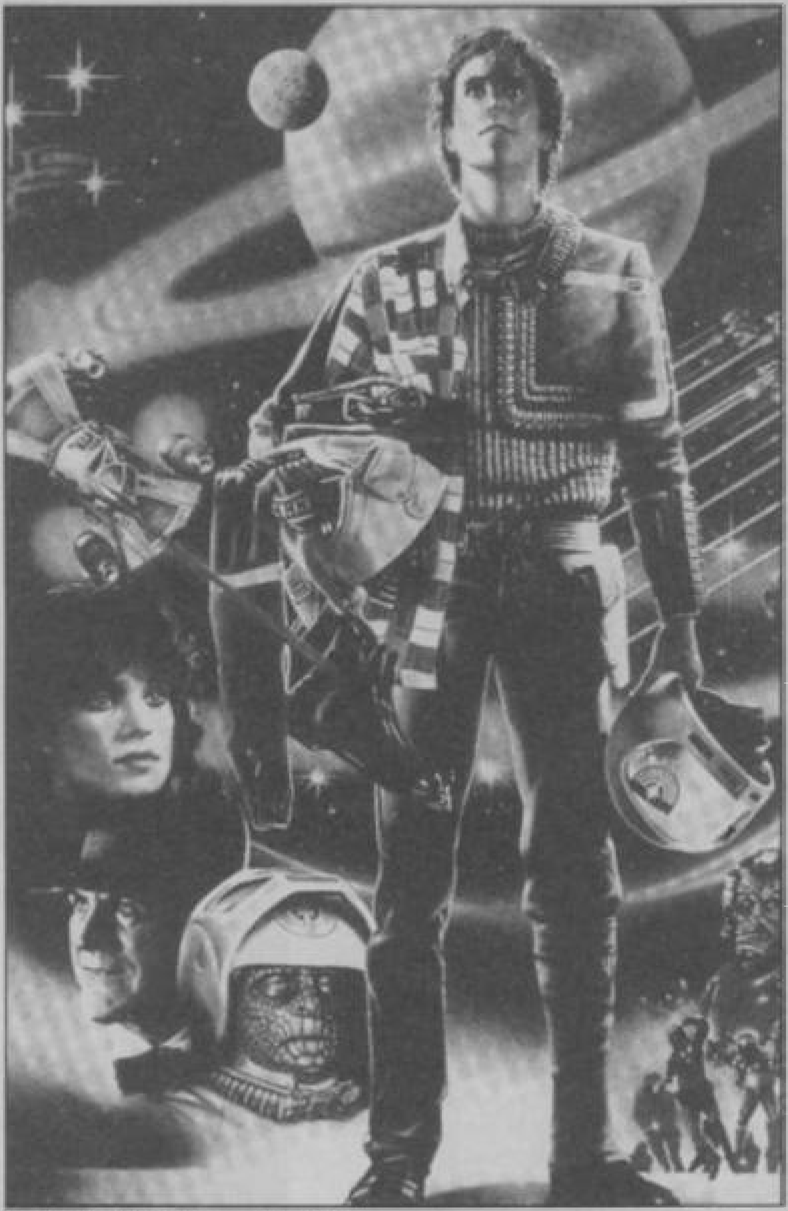
The **Last Star Fighter** is very similar to the **Star Wars** triology. Great effects, loads of space battles and good ol' Alex Rogan every bit as cool as Luke Skywalker.

The film is relies on the special effects, the plot is extremely weak, and could've been written on the back of a cornflakes packet.

The acting is mediocre, although Lance Guest, who plays Alex Rogan, could be seen in a lot better films than this. Most of the cast made the best they could out of the weak script, although no-one was outstanding.

As I previously mentioned, the effects are excellent. The colossal Starfighter ships are great and the blasting scenes with the armada are the best we've seen this side of Star Wars. The effects however do not make up for the weak storyline.

I enjoyed this film up to a certian extent, although I got bored after the first half an hour. I'm sure this film will be adored by younger viewers but most people over the age of ten will probably expect more than just good effects and a loveable hero.



● THE LAST STARFIGHTER

ROCKY IV. WARNER VIDEO. CERT PG.

Take two men, one good, one bad. Make the good one come from America and the bad one from Russia. Call the bad one Drago and the good one Rocky. There you have it, the complex plot of **Rocky IV**.

The film gets in its stride when Rocky's best chum ex-world champion Apollo Creed is playing happily in his swimming pool. On the T.V. comes the astounding news that Russia are about to enter the world of professional boxing, in the form of Russian champion, the gigantic Ivan Drago Apollo who is patriot naturally wants to fight him. Despite strong protests from Rocky the fight goes ahead.

Poor old Apollo, to say the least suffers a severe defeat. This is where the Italian-Stallion Rocky Balboa, steps in. Rocky wants to avenge buddy

● LANCE GUEST

continued on page 90 ►

● IRON EAGLE

Apollo and wants to fight this invincible giant. Rocky's wife is against this fight, and quite rightly doesn't want to see her husband battered to death in Moscow on Christmas Day. But despite this Rocky fights him and . . . well, I won't spoil it.

This fourth epic in the Rocky saga has bettered the lot. Better acting, better fight scenes, and probably a lot more of cash to make.

The only problem with the film are the political morals Sly throws at us all.

The film is totally based on the U.S.A. vs Russia concept. Remember **Rocky I** where the only moral Balboa had was not to punch below the belt. One can hardly decipher his speech, what chance can he have of becoming a politician?

Apart from Stallone, the two actors that shine are the Russian duet Drago and his wife. Drago is played extremely well by Swedish newcomer **Dolph Lungdren** and the delicious **Brigette Neilson**, who recently wed Sly.

The high points in the film are as would be expected from the Rocky series; the training and fight scenes. Excellently shot with great sound-effects of someone's brain beig rattled about. Great camera work catching the shine On Rocky's gum-shield just right. Throw in a great music to beat along with it, and you have an almost perfect bit of action.

IRON EAGLE, RCA/COLUMBIA PICTURES. CERT 15.

Doug Masters is a teenage boy who can fly jets better than most of us can ride a bike. All he's ever wanted to do is become a fighter pilot like his father, Colonel Ted Masters.

Disaster strikes the Master's home, when Ted is shot down while on air exercises when he accidently invades a small Middle Eastern country's airspace. This nasty little country imprisons him and sentences him to death.

The United States Air Force seems to be doing nothing of any value about this, except "negotiating".

An upset Doug befriends pilot ace "Chappy" Sinclair who Together with Doug and his gang "the Eagles" plan a raid to get his father out. they acquire two fully-armed F16s, and in go Doug and chappy.

About six months ago I faintly remember seeing a trailer for **Iron Eagle**, but it never made any serious impact in the cinema. A great pity really, as the film would have had much more atmosphere on the big screen.

Although the script is abysmal in parts, this is quickly recovered by some excellent acting, especially by outstanding **Louis Gosset** Jnr, who plays the big-hearted Chappy Sinclair. He gives the sort of peformance that earned him an Oscar for his brutal role in an **Officer and a Gentlmen. Jason Gedrick also** shows a credible performance as the heroic Doug Masters.

Another prominent picture is Doug's personal stereo cassette, which Doug is extremely attatched to. This gives the director an excuse for the dynamic soundtrack, including Queen's One Vision, which Doug enjoys at 40,000 feet.

Iron Eagle has all the makings of a blockbuster; many perfectly executed flight scenes, great acting, great music, and it obviously cost a fortune to make It is very much in the **Rambo** mould of films, in which "the goody" goes in to get a loved one imprisoned by "the baddies" killing all "the baddies" on his way.

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B) Henry Fonda and Meryl Streep
C) Tom Cruise and Kelly McGillis

2) Name the character played by Louis Gosset Jr in An Officer and a Gentleman? Was it?
A) John Rambo
B) Seargent Lacey
C) Seargent Foley

3) Name the title of the tacky American film in which a group of teenagers defeated the Russian army after the holocaust? Was it?
A) On Golden Pond
B) The Fourth Protocol
C) Red Dawn

Send your answers on the coupon printed below to Iron Eagle competition. Computer + Video Games, Priory Court. 30–32 Farringdon Lane, London. EC1R 3AU. The closing date is March 16th and the editor's decision is final.

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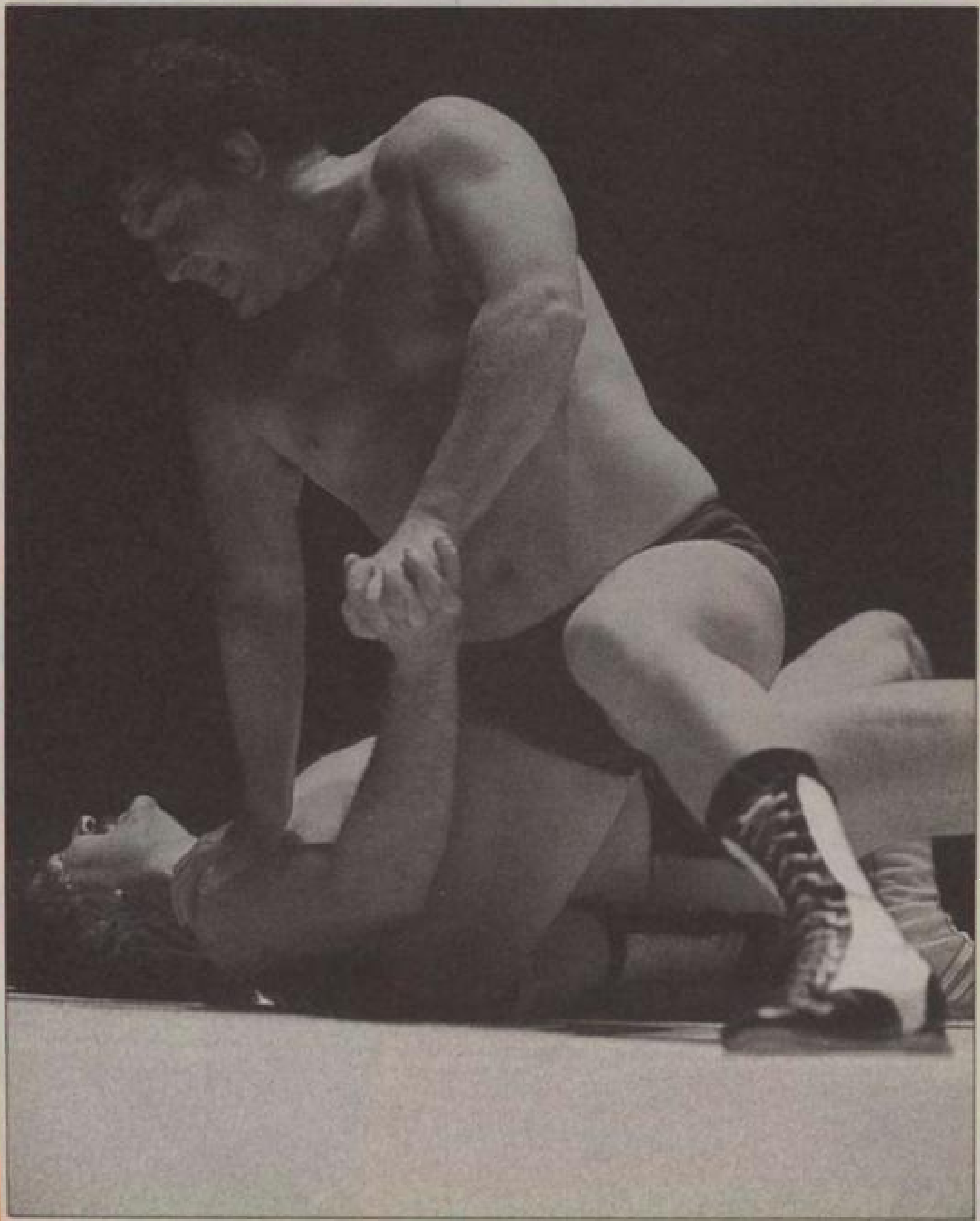

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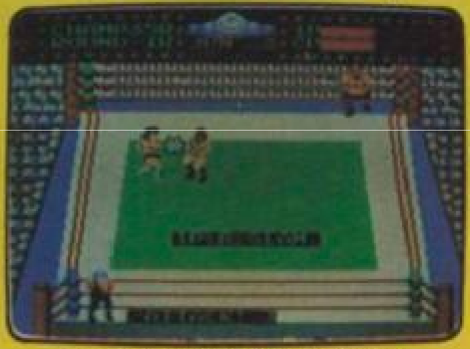

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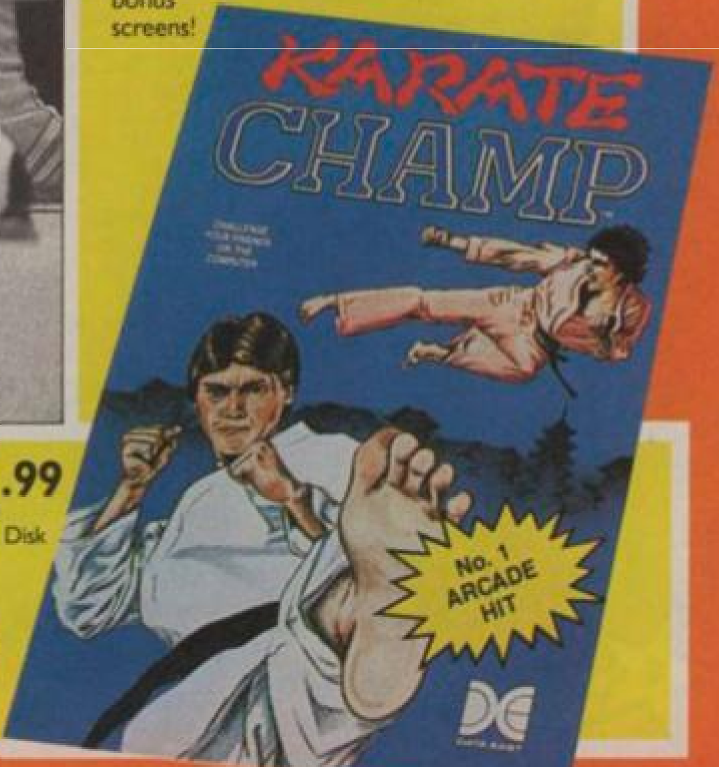

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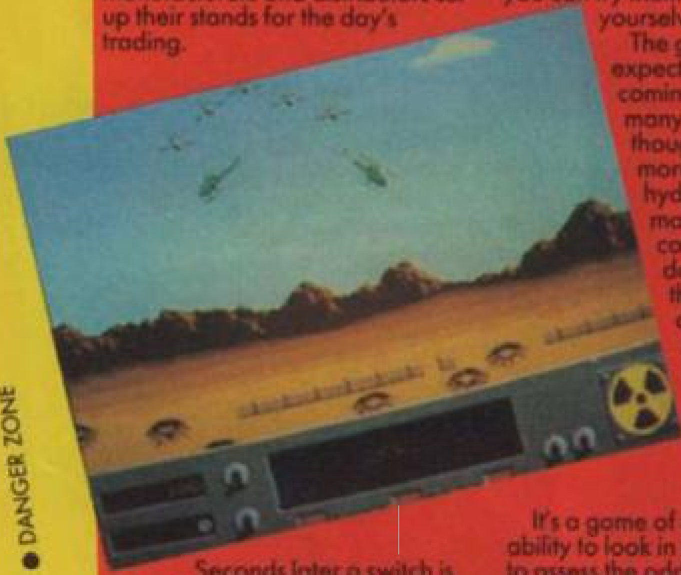
In her continual quest for everything that is new and exciting in the world of arcades, C+VG's Clare Edgeley braves the hustle and bustle of the Amusement Trades Exhibition and checks out Danger Zone, Side Arms and Rolling Thunder to name but a few. Was she impressed? Read on and all will be revealed.

It's the morning of the Amusement Trades Exhibition International (ATEI) which was held in London recently, and at 10.00am all is quiet in the great hall other than the rush and bustle as arcade manufacturers and distributors set up their stands for the day's trading.



● DANGER ZONE

Seconds later a switch is flicked and an explosion of noise breaks out as one by one arcade machines of every imaginable variety are turned on. The sound is tremendous as the scream of racing cars whizzing round circuits competes with the boom, boom of war games, and over the top can be heard hundreds of disjointed jingles from a multitude of games.

It seems only a few weeks ago that I reported on Preview '87, the coin-op show held in September. And in terms of the 'stars of the ATEI' little has changed. Konami's *WEC Le Mans* — which stands for World Endurance Championships — and Sega's *Out Run* stole the January show and were among the most exciting games to be seen. Both are brilliant racing simulations made extra special by their movement patterns. *Le Mans* is a racing car on a circular base which swings in circles as you turn the wheel, and *Out Run* slides from side to side, tilting the car at the same time.

Atari's *720°*, the skateboarding simulation was out in force and was also attracting lots of attention. However, I've described these games in past issues, and by now they should be in the arcades so you can try them out for yourselves.

The games that we can expect to see in the coming months are many and varied, though there were no more biggies touting hydraulics and massive sit-in cockpits. That doesn't mean to say the new ones aren't as good, in fact, *Danger Zone* from Cinematronics really caught my eye as an unusual and superfast shoot 'em up.

It's a game of quick reflexes, the ability to look in two places at once to assess the odds and an untiring trigger finger! You control a machine gun emplacement and must shoot enemy planes as they scream towards you from the horizon. One moment they're tiny dots in the distance, the next you've got six or seven fighters wheeling around and dropping bombs on your outpost.

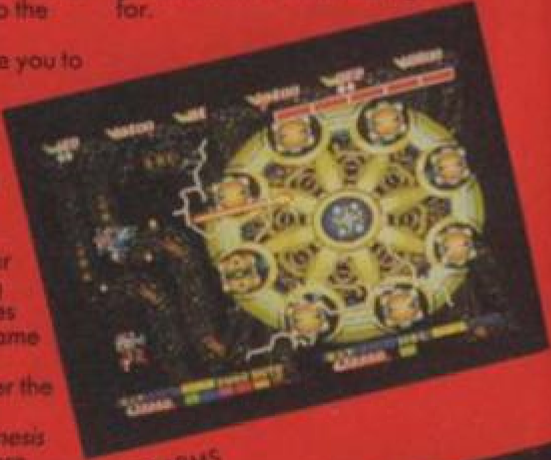
The idea is to shoot them with tracer bullets before they get you. Not so easy though as they split up as soon as they're in range and whizz off to left and right, and sometimes straight up into the skies, only to drop and catch you unawares a second or two later. A radar tells you from which direction the next squadron's approaching, but in later stages, two or three may appear almost simultaneously. It's hard but tremendously exciting.

The cabinet's an eye catcher too. As you move your twin joysticks, the monitor moves too, up and down, left and right, giving a fantastic feel of being able to swivel your anti-aircraft guns to track the fighters.

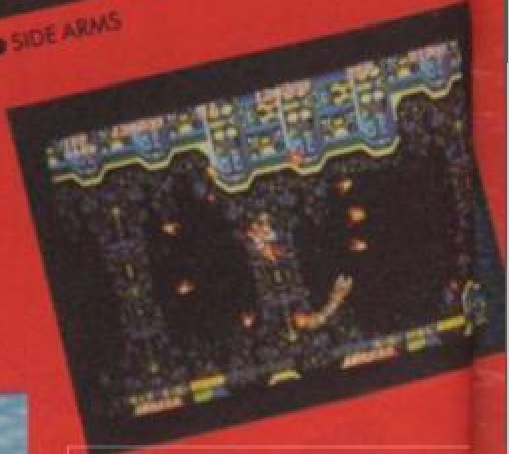
Konami's *Rock 'n' Rage* is also something a little out of the ordinary in that I'd give it a prize for the daftest storyline. It's all about a rock band and a groupie who's stolen from the stage by a great hand which descends from the ceiling. A bit of imagination here methinks. Anyway, you leap after the hand when there's a big flash and you find yourself in Ancient Egypt wielding your guitar as a group of marauding Mummies. Swipe at the Mummies with your prized Gibson to knock them out, pick up hamburgers and Cake cans for refreshment and search through the maze of sphinxes for the kidnapped fan. Every so often a break in the music occurs and you'll hear her plaintive voicing whimpering 'Help Me'! At the end of your quest you'l! chance upon Cleopatra who you'll have to defeat before moving on to the Middle Ages, the French Revolution. . . . and I'll leave you to discover the remaining locations. You do get a little extra help from musical notes which appear at random. Would you believe it? These give your guitar extra fire power! Actually your guitar fires notes in waves wiping out everything which comes near you. It's a cute little game and the music is excellent though I couldn't remember the names of the songs.

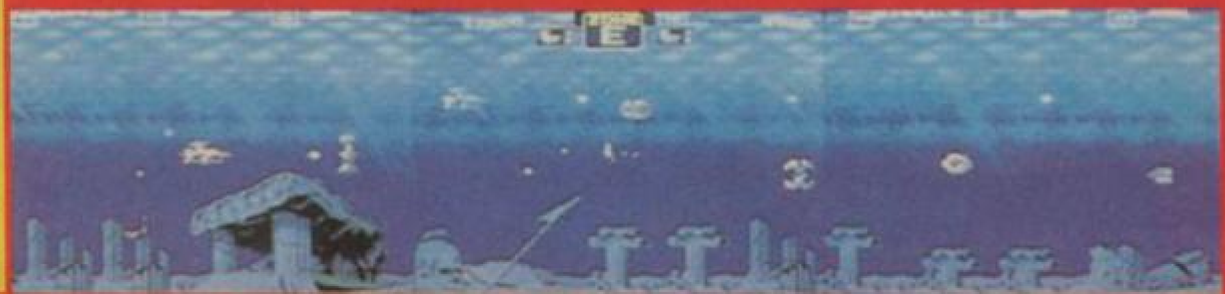
After the success of *Nemesis* and *Salamander*, there were several *Defender-ish* games on show, all bearing much the same themes, but each with a different hoard of monsters to defeat. One of the most unusual was Taito's *Darius* featuring three monitors in line. The beauty of the game, other than the vibrating seat!, is the panoramic view as the scene unrolls before you. Taito has managed to put the monitors together in such a way that there's no break in the picture.

The game itself is pretty much like all the others of this ilk. Fly your craft from left to right down a long tunnel featuring many terrains. Fight off the baddies as they stream towards you, pick up objects to give you extra protection, firepower etc, and bombing stationary targets on the ceiling and floor of the tunnel. At the end of each level you'll have to defeat a huge battle cruiser and this is when you really need a second person sitting in the co-pilot's seat. Two against the battle cruisers are much easier than one. The graphics are excellent and the 3D effect really works as you can disappear behind objects, though that can be dangerous as too often you are hit while out of sight. *Darius* is a dedicated game which means that you won't find any other games using this particular sit-in booth and vibrating seat. It's great fun and worth looking out for.



● SIDE ARMS





● DARIUS

Capcom's *Side Arms* also has a *Defender type scenario, though, instead of a ship you control Lieutenant Henry and Sergeant Sanders who are out to defeat the evil Bozon — a dastardly enemy who intends to destroy the human race. The two heroes both wear Mobilsuits which enable them to fly along quite happily until they are punctured by nasties; then they can be a bit of a let down.*

The idea is to bomb along from left to right killing waves of nasties and picking up assorted goodies which increase or reduce speed, increase firepower and give extra weapons. The response to the joystick is very fast and action is hectic. Every so often you'll get the equivalent of a battle cruiser which has to be beaten to get onto the next stage. Your one major weapon is the ability to combine both characters to form one super hero who is virtually indestructible. The trouble is you have to find the right object which allows you to make the metamorphosis.

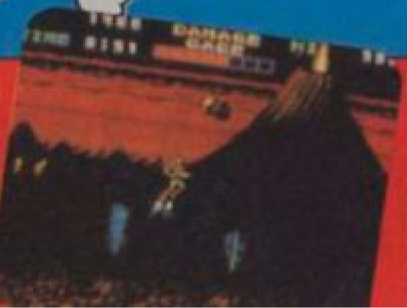
Tatsumi's Lock-On is a shoot 'em up which requires quite a bit of co-ordination. You play a member of the Tatsumi airforce flying high above the ground ready to repel attacking land and air forces. In the middle of the screen is a grid which you must use to sight and hit your targets. Waves of enemy fighters swarm towards you and the pace is fast and furious. As if that weren't enough you also have to cope with tanks and the like which let loose some uncannily accurate tracers. These fireballs swirl up from the ground at amazing speeds and you've got to be very quick to dodge them. At the same time keep an eye on the grid and as soon as a number of yellow squares appear in the middle, each 'holding' an enemy fighter you can lock-on your missiles which, hopefully, will home in and finish them off. Meanwhile, as soon as the missiles have been fired, you can continue firing lasers at the remaining fighters and tanks.

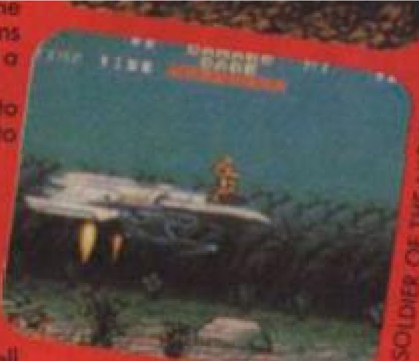
Warning messages appear telling of extreme danger, though I found that by the time I'd noticed them, a fireball had already come into range and there was no time to dodge. There are two versions of *Lock-On* — and upright and a cabinet version. I enjoyed the upright but would much prefer to sit down and bomb the enemy to smithereens in comfort.

Bally/Sente has come up with an unusual idea in *Night Stocker* which must be the first game ever to incorporate a driving game with a shoot 'em up. You have to get the hang of this one as the cabinet contains a steering wheel as well as a rifle.

The game itself is fairly simple, though it's hard to play as you have to steer and shoot at the same time. The idea is to drive along a rocky landscape picking up crystals while at the same time shooting the host of outsize nasties as they swarm towards you. Picking up the coloured crystals is relatively simple — just steer into them and the claws on the front of your car scoop them up. These are vital as they give you extra firepower to blast the enemy.

At the end of each level you'll come across a robot hideout and it's at this stage you find out how good a shot you are. The robots pop up into windows and fire at you, and, while they're in sight you've got to take them out. As you progress through each of the 16 levels, the robot hideouts get large with more sniper robots. Getting through each stage depends largely on your speed of aim and fire. In later levels on the driving side, you'll notice that the aliens drop mines which are an added hazard. It is possible to kill them before they lay the minefields, but as they're further away at this stage, and much smaller, your aim has to be spot on. I really enjoyed *Night Stocker* and this new combination of steering wheel and gun is a winner.





● SOLDIER OF THE NIGHT

Rolling Thunder from Namco is a 'beat off the baddies and rescue the hostage' type game.

There are a number of levels and each takes you into different areas where the going becomes harder and the nasties more numerous. There are many doors en route, some of which open into rooms containing bullets and extra weapons. It's fairly easy to kill the baddies, just drop on one knee to shoot them, and if they happen to shoot first, the bullet will pass over your head. Your only problem is getting surrounded, and then you don't stand a chance — the masked monsters just thump you a couple of times and you end up flat on your back.

The game play is rather slow and I really wouldn't recommend Rolling Thunder to anyone who's keen on a bit of fast action.

Apart from *WEC Le Mans*, Konami's next 'big' games was *Gryzor* which is a Ramboesque-one-man-against-the-world-type.

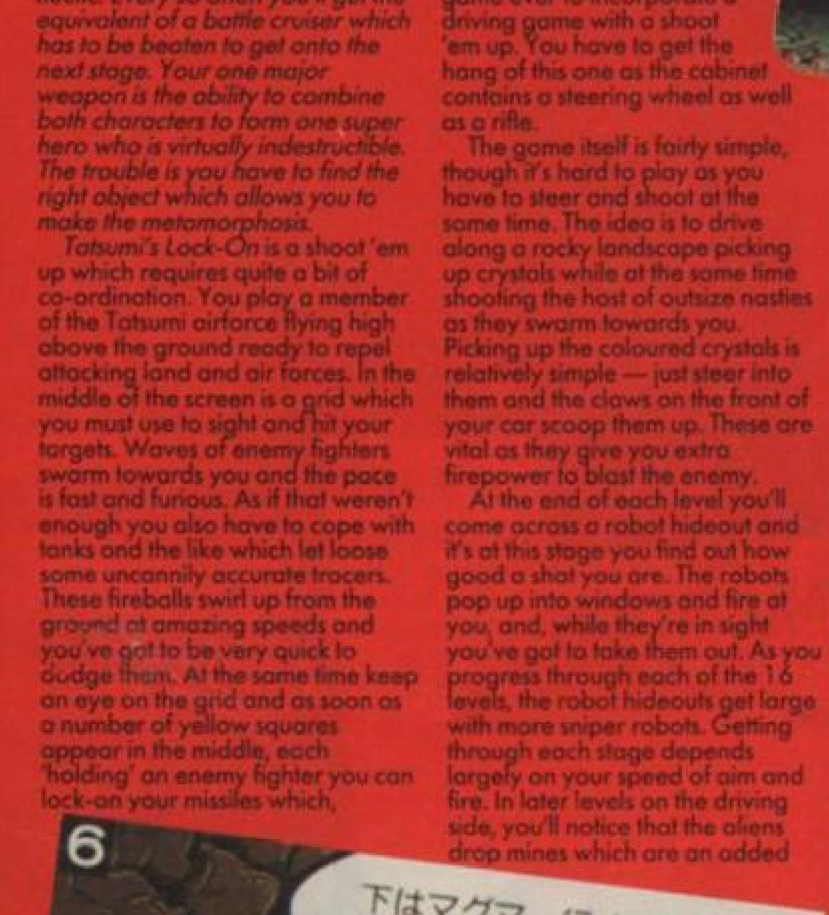
You start off above ground to get you into the swing of things. Just blast everyone who approaches and use the various levels to gain height and then jump down on the unwary. Soon you'll find yourself underground where you next task is to work your way through a maze of corridors to the centre. This is the tricky bit — each junction is guarded by an electified fence, and from the other end of the corridor, the Eagles jump out and take pot shots at you. It takes a bit of stamina and a lot of blasting but eventually you'll hit the fence's control panel and nullify it. Then it's onto the next trouble spot. As you get deeper into the maze, the scenario changes and once again you'll enter open areas which are heavily guarded.

Lots of shooting and no time for a breather makes *Gryzor* one hell of a tiring game to play.

Soldier of Light must have the weirdest cut out graphics I've ever seen in an arcade game. It's another shoot 'em up in which you've got to clear out the baddies which have taken over some of the planets in your galaxy.

Your special suit enables you to run and jump — actions which are vital if you're going to surmount some of the obstacles and flying monsters. Extra weapon power can be found en route each of which lasts until you die, and it's every much a case of shoot everything which moves.

One planet has, in the background, a Saturn shaped moon which seems to have a crush on you. Wherever you travel, this weird cutout moon goes with you — even if you jump into the air it'll hop up to follow. None of the other planets had such an unusual feature, thought I looked long and hard! However, it does lack that certain addictive quality which make games like *Nemesis* stand out from the crowd.



● ROLLING THUNDER

● LOCK-ON

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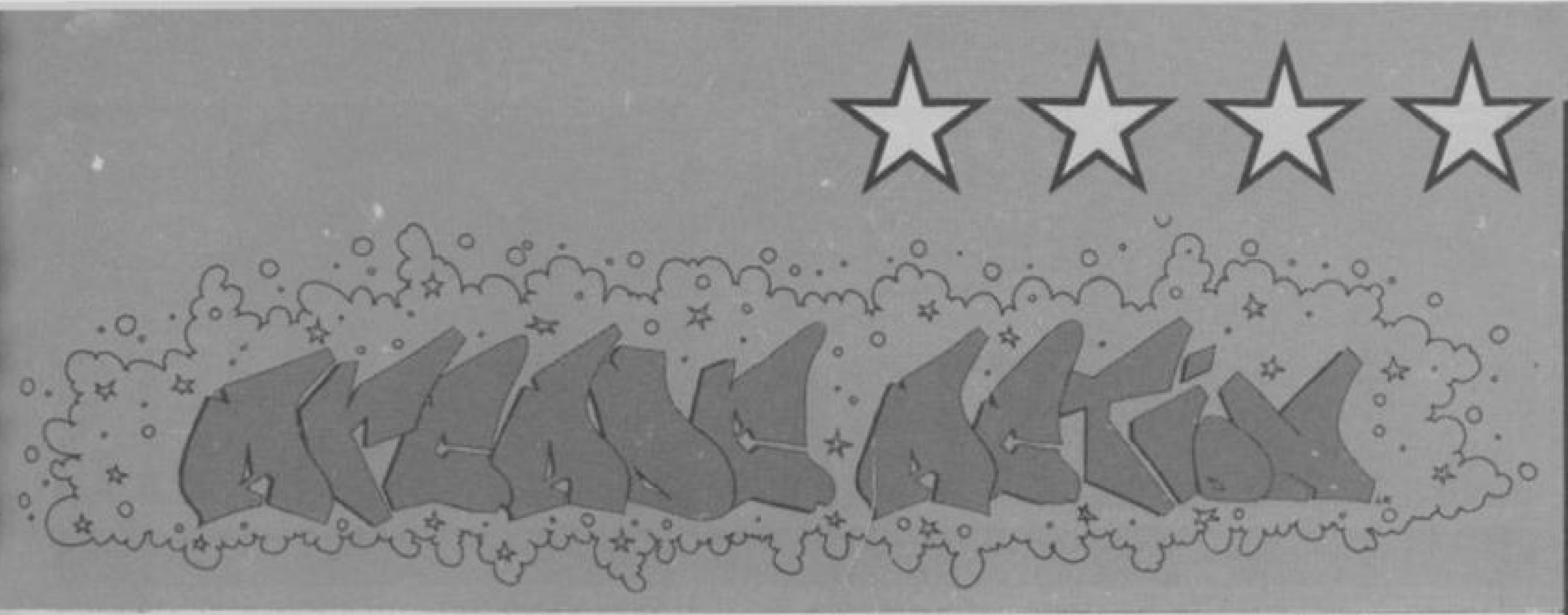


Just how good are you on your favourite game? Just think! Wouldn't you like to know whether you're King of the Joysticks? Well, here's your chance. Cast your eye down the following list and let us know if you could do better, or if you've got high scores on games we haven't even mentioned. The newer the game the better, but keep sending in your scores for all those golden oldies.

Hall of Fame

Ikari Warriors	1,750,500	Keith Bradley, Lancashire
Bubble Bobble	2,870,000	Paul Clare, Leicester
Gauntlet II	6,758,000	James Washburn, Essex
Quartet	8,576,750	James Washburn, Essex
Yie Ar Kung Fu	1,698,600	I Dan, Surrey
Rhygar	1,527,600	Keith Bradley, Lancashire
Out Run	16,240,900	Romano Lindhout, Amsterdam
Space Harrier	27,106,820	Joseph Rossi, Wiltshire
Gun Smoke	1,669,450	Mark Verrier, Devon
Salamander	1,091,100	Michael Clarke, Wakefield
Green Beret	750,320	Keith Bradley, Lancashire
Nemesis	841,500	David Stein, Leicester
Commando	1,142,800	Colin Miller, Perthshire
Bombjack	12,602,110	Mark Verrier, Devon
Defender	1,384,400	Alan Medlen, Cambridgeshire

BUBBLE BOBBLE

Bubble Bobble is a fairly new game to the arcades and is proving very popular. Paul Clare from Leicester has sent in the following helpful descriptions of the many objects you'll encounter in the game. He reached Level 56 with a high score of 2,870,000. Can anyone beat that? And can anyone tell Paul what the Red Ring, Purple Ring, Lock and Chest do?

Hints and Tips for Bubble Bobble

OBJECT	DESCRIPTION
Yellow sweet	— Faster fire.
Blue sweet	— Speeds bubble up.
Purple sweet	— Increases distance travelled by bubble.
Slipper	— Increases character speed.
Gold trophy	— Gives you the power of all three sweets.
Purple trophy	— Destroys all enemy.
Walking sticks (Various colours)	— A large fruit will appear at the end of the screen these are worth between 10,000 and 60,000 points.
Bottles (Various colours)	— This will fill the screen with objects, the object depends on what colour the bottle is. If all of the objects are collected in the time limit then you get a bonus of 100,000 points.
Blue cross	— Fills the screen with water. This will kill all enemy on the screen.
Red cross	— You will shoot fireballs instead of bubbles. These kill on contact.
Yellow cross	— This causes lightning which will kill all enemy on contact.
Book	— Destroys all enemy on the screen.
Bomb	— Destroys all enemy on the screen.
Necklace	— This causes stars to fall which kills all enemy on contact.
Circle	— This causes a ball to bounce around the screen. This will kill all enemy on contact.
Alarm clock	— This will freeze all enemy for a limited time.
Flashing heart	— This paralyses the enemy, you can kill them on contact.
Blue ring	— This will give you 10 points for every step you take.
Skull	— This will decrease your time limit.

Paul also writes: "If you reach screen 20 without losing a life then you will come across a door which takes you to a secret room. There you can collect 360,000 points. These doors occur every ten screens after screen 20 until you lose a life."

PAPERBOY

Knowing how to cheat on Atari's *Paperboy* can give you some pretty mega scores — in fact, Jeremy Walt from Cornwall claims to have scored an impossible sounding 1,079,855,981 using the following method.

"On the 'Easy Way' in Paperboy, first complete the day and finish the training course. At the end of the training course you'll see a bush and next to it a small fence at the right hand side of the screen. Taking the middle lane, cycle as close as possible to the bush and turn right. This will take you past the fence and onto another training course. Cycle straight through the Specator Stadium and you'll come to a third training course. This time cycle for the bush and fence and onto more training courses, alternating your route each time. If you get tired of cheating, just crash and then carry on the game as normal."

SPACE HARRIER

After much practice (amounting to some £18) Kenton Price reckons he knows just about all there is to know about Space Harrier and has decided to pass on a few morsels on keeping alive in this fast paced game.

The trick of the game is to keep moving — everything fires at your present position so if you keep on the move, nothing should hit you. This is particularly true of the dragons at the end of each level. While they're coming at you, circle the screen, moving round each corner, the moment it turns its back on you go to the centre of the screen and blast as fast as you can.

When you're on a screen with indestructibles like plant towers or castle turrets, make it top priority to blast the skulls, planes, giant frogs etc as soon as they start firing at you. If you're not quick the huge towers will zoom in on you making your task even harder.

The spinning skull wheel at the end of some levels can be fairly easily avoided. If you find you can't shoot all the sections, decide which side it's going to do it's final swing and go to the other side of the screen. It should pass without harming you.

On spinning dodecahedron levels, you always get one phase at the top of the screen with the second phase following at the bottom.

Just dodge between top and bottom of the screen to let them pass above or below you.

If you can map out difficult sections of your favourite game, showing routes and hazards, all the better.

We'd like to print a few maps as well as your tips. Send your maps to Clare Edgeley, Arcade Action, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

EXTRA BITS

BY IAN DUERDEN

Welcome to C+VG's Extra Bits column which again will give you the low down, not only on any new hardware that's around but will keep you informed about any specialist software that's either on general release or seen to be released. Not only that, the column will sometimes include review of hardware or software items such as the *The Artist 2* reviewed this month, which is out for the *Spectrum*, there is talk of producing a Commodore version.

So watch this space for any further news.

I must apologise in advance for this month's offering, it might look to some of you like a page out of an Amstrad magazine but most of the new material around is for the Amstrad machines, although I hope to rectify this in the future.

PROGRAMMING HELP

Probably the most useful item this month is the new Firmware manual for the complete CPC range 464/664/6128. Before you had to buy an individual manual for each machine now one manual covers all three. The manual describes the "Firmware' or program resident in the lower ROM of the machine as well as details of the Disc controlling ROM. It is possible to use the Firmware commands within a Basic program as well as in machine code, for example typing 'call &bb9c' will swap the pen and paper inks over. Simple!! The manual is full of such wonderful information and if you have any plans to write software the manual is a must. At £19.95 it's not cheap but it could save you many hours work and should be available at any retail outlet, otherwise contact AMSOFT on 0783 673395.

SUPER CALC 3

Next something for Amstrad PC owners. Super Calc 3 which is released through Amstrad, produced by Sorcim and claims to have over one million users worldwide. SuperCalc 3 is a powerful tool for solving all types of financial, business or mathematical problems and allows you to manipulate data either in the shape of graphs, bar charts or pie charts or just as a column of numbers.

The manual contains nearly 400 fun packed pages of information, hints and appendicees, what else would you expect from a package costing £49.95. There is no doubt that this is a true business package which will not only run on the Amstrad PC but on any IBM compatible machine with 5 ¼ inch disc drive and CP/M.

SPELLING PROGRAM

Next comes LocoSpell for the Amstrad PCW 8256 and 8512 machines and as you can well imagine is a spelling checker for LocoScript containing two separate dictionaries one with 32,000 words the other with 77,000 words. The program looks similar to many on the market and retails at £39.95.

THE ARTIST 2

Just released for the Spectrum are two new drawing packages. The first is *The Artist 2* from Softechnics and is available for any Spectrum. There are four individual programs. *Artist 2* is the first and allows the user to draw, design or create any type of picture using either a series of icons or menus or a mouse if you have one. The other programs include a Sprite and Font Designer, a Page Maker and a Screen Compressor, there is also a fairly comprehensive 30 page manual to go with it. I don't know how much it will retail at but for further information contact Softechnics 36/38 Southampton Street, Covent Garden, London WC2E 7HE.

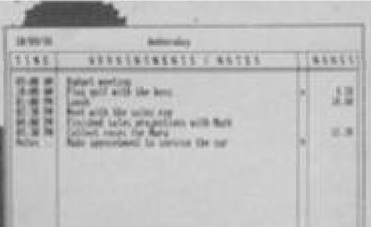
The second of the two programs comes from Rainbird and is called The Advanced OCP Art Studio which is quite a mouthful.

It is available for the 128 and 128+2 machines and is basically an upgrade of the OCP Art Studio released for the Spectrum in 1985. It contains a few additional features such as multiple sets of fill paterns, define and save any window, define own brushes, paints and scrapbook and save them for future use, Ramdisk facility for superfast access to name but a few.

The original version received a number of awards so it has quite a good pedigree. It isn't cheap at £24.95, but what is these days, and is out now. Commodore 64/128, Amstrad 6128 and Atari ST versions will be released early in the new year. For futher information contact Rainbird Software, 74 New Oxford Street, London WC1A 1PS.

PLAN IT

Finally, again returning to the Amstrad, PLAN IT, nothing to do with Patrick Moore, from Database Software. Their last claim to fame was Mini Office 2 for the Amstrad and BBC machines now they have released a program to manage your personal accounts, sort out your financial diary and finally create your own card index.



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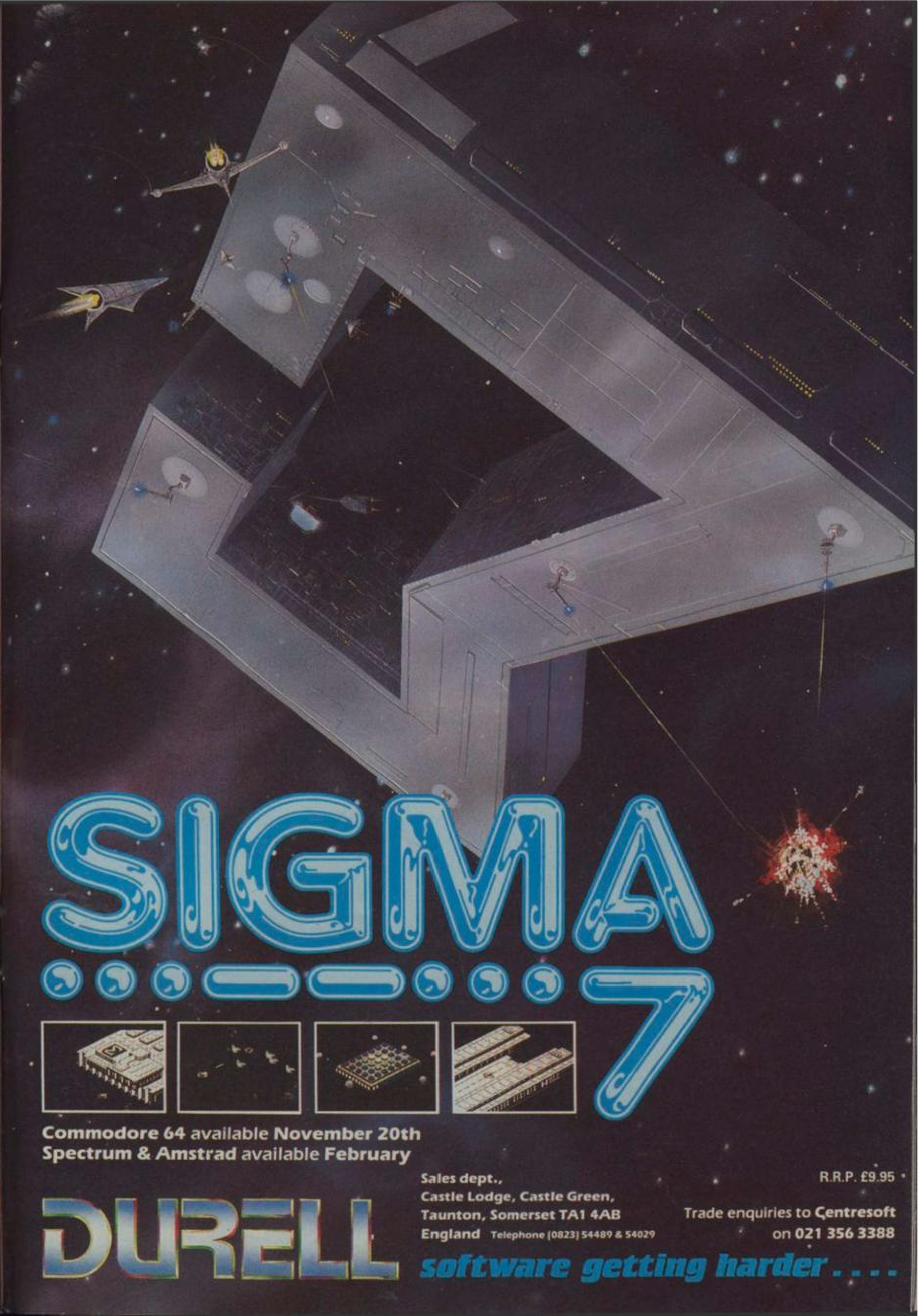

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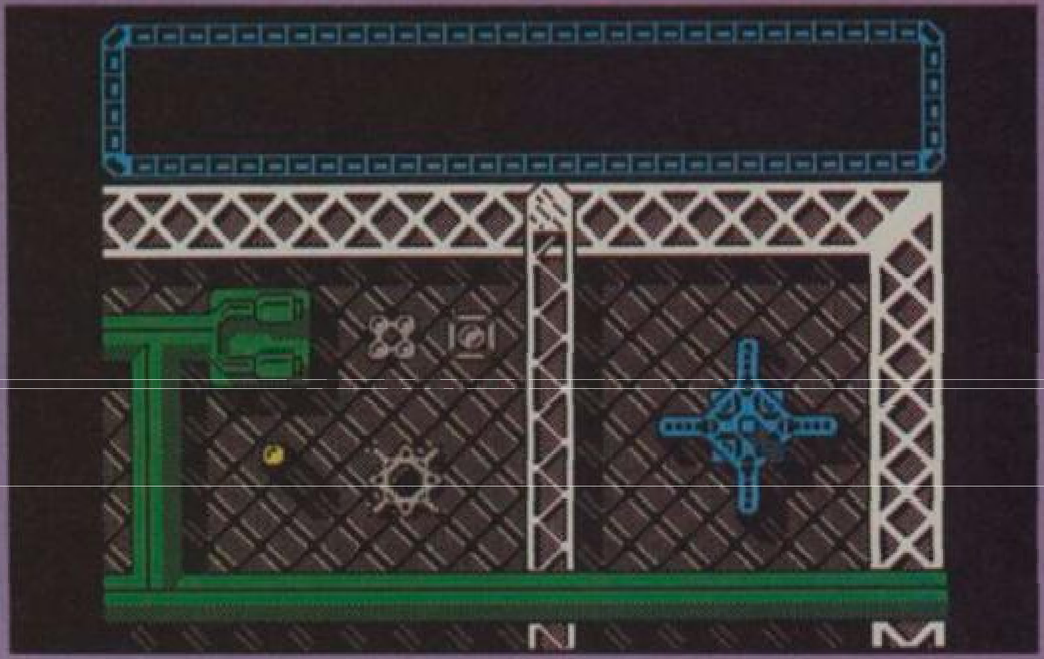
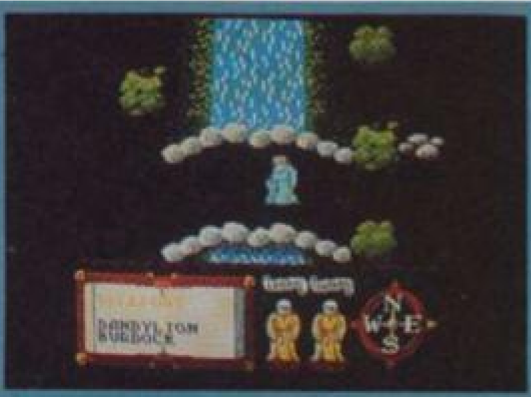
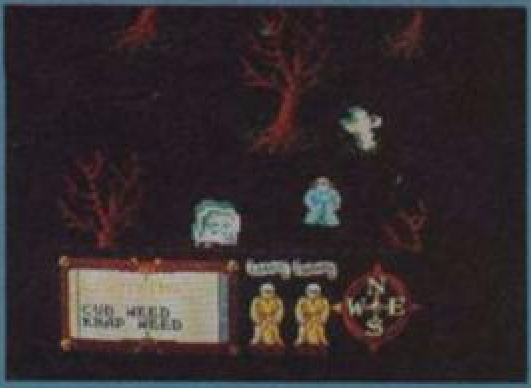
C+VG STREET SEEN

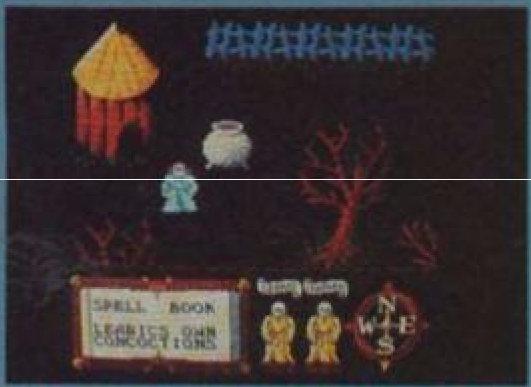
If this page could talk it would scream "Scoop" and "Exclusive." Here is the cream of the crop of chart contenders waiting to stun your senses. Set a course for Sailing, turn the spotlight on Shadow Skimmer, get mixed up in a Feud, sit down on the Throne of Fire and get hitched to the Bride of Frankenstein. Don't gasp too loud, you'll annoy the neighbours.



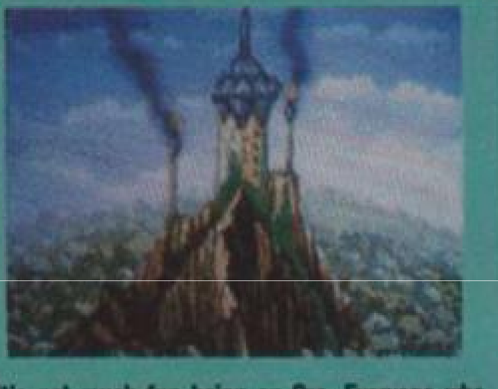
The Edge, well known for their classy arcade adventures, make a bid to hook shoot 'em up fans with Shadow Skimmer *a nice looking, fast scrolling, Spectrum spectacular. The Edge say Shadow features "astoundingly smooth and extremely fast graphics, the like of which have never been seen before on the Spectrum". Oh yeah?! What about* Uridium*? Meanwhile, back at the scenario. As second flight officer on an interstellar liner, your life is usually pretty cosy. With the sophistication of the ship's computers, and automated defence system, a flight officer's lot was more one of keeping comfortable in plush quarters than of actually being involved in the process of getting from Earth to the Centura colony. But you do have some responsibilities as an officer, and one is to take your turn in checking the exterior defence and control systems, in your Shadow Skimmer, a personal scout vehicle. And on this trip things have gone very wrong. The ship's computer has malfunctioned and trapped you outside. Your own defence systems are treating you as an alien body to be destroyed! Your only chance is to fly through all three surface sections of your liner to reach the main entry-point near the ship's control room and safety. The skimmer can pass under and over the different structures, but to get past some, it's necessary to flip your craft over, in order to fly lower. While you are inverted your fire power is lowered, and you can only move half as fast as usual!* Skimmer *should be out now for the Spectrum, at £7.95.*





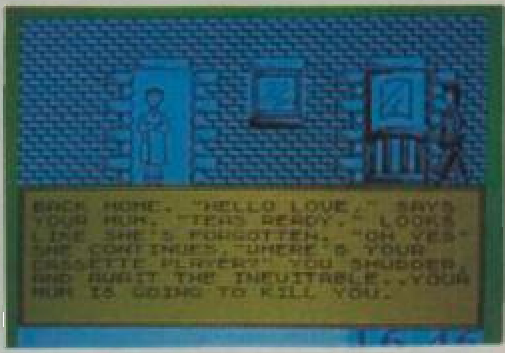


Down in Wizardville the folks are fussin' and feudin'. Old Learic and Leanoric — isn't that the name of a water softener? — are battling it out to decide who is the top Wiz of all time. It's a battle to the death as the wizards test their knowledge of spells, speed and strength. You have to collect objects to make up the death-dealing spells required to beat the Wiz! There are villagers and the stubborn gardener Kieke who also get in the way of your magical conflict. Villagers can be transformed into Wizard-clones to confuse your opponent. *Feud* will be available for the Amstrad and Spectrum on the Firebird label at £2.99.



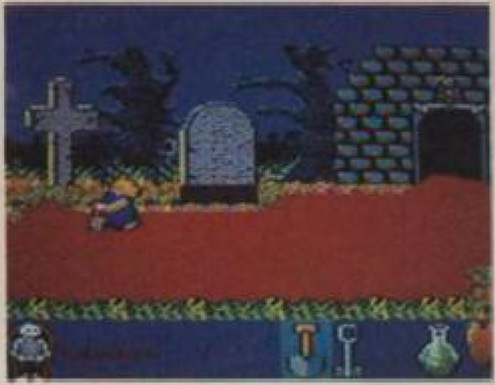
It's not much fun being an Orc. Everyone who rates himself as a bit of a good guy wants to take a swipe at you to prove just how irritatingly GOOD they are. But now is the time to fight back and strike a blow for Orc-kind thanks to *Level 9* and their new adventure *Knight Orc*. Is this some kind of adventurish pun we wonder? *Knight Orc*, released by *Rainbird*, is an interactive adventure. Each of the many characters lead totally independent lives and their actions will affect you and the outcome of the adventure. Learning spells and communication with other characters are vital if you want to escape the mystical world and revenge yourself on all goodie-two-shoes everywhere. *Knight Orc* features an improved language interpreter with multiple command sentences and a huge 1000 word vocabulary. But the thing that will strike you first are the amazing graphics. *Level 9* have taken a leaf out of *Magnetic Scrolls* book and produced some really neat "impressionist" style pictures to accompany their new adventure. *Knight Orc* will be available on the Amiga and Atari ST in March, both at £19.95. Versions for the 64, Spectrum, Amstrad, Atari 800, Apple, IBM MSX and Mac will follow.

PICK UP
EXIT MENU
GRIFFITHS
EXIT MENU

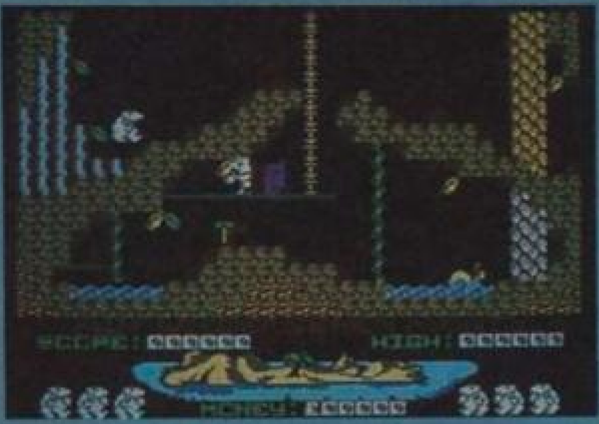


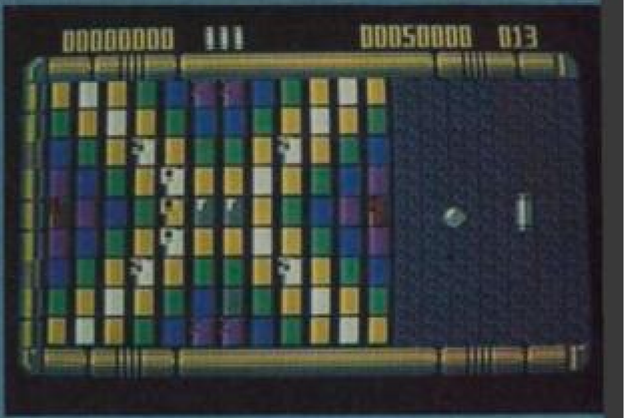
BACK HOME. "HELLO LOVE," SAYS YOUR MUM. "TEA'S READY." LOOKS LIKE SHE'S FORGOTTEN. "OH YES" SHE CONTINUES, "WHERE'S YOUR CASSETTE PLAYER?" YOU SHUDDER, AND AWAIT THE INEVITABLE..YOUR MUM IS GOING TO KILL YOU.

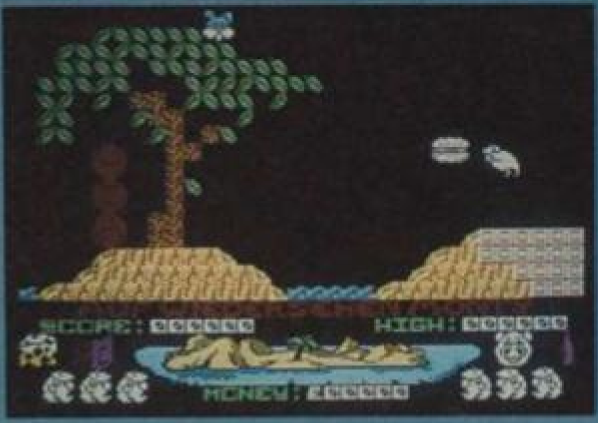
Problems for Luke "Gonch" Gardner. His walkman has been confiscated by Sir and his mum will kill him. Not only that. The school's closed and there is only one way to get it back and avert mum's wrath — steal it. Welcome to the world of *Grange Hill*, the Argus Press Software game based on the BBC TV series. The game is an arcade adventure based on the book Grange Hill After Hours by the creator of the series, Phil Redmond. You have to find a way into the school, negotiate the maze of heating pipes and avoid dangerous situations



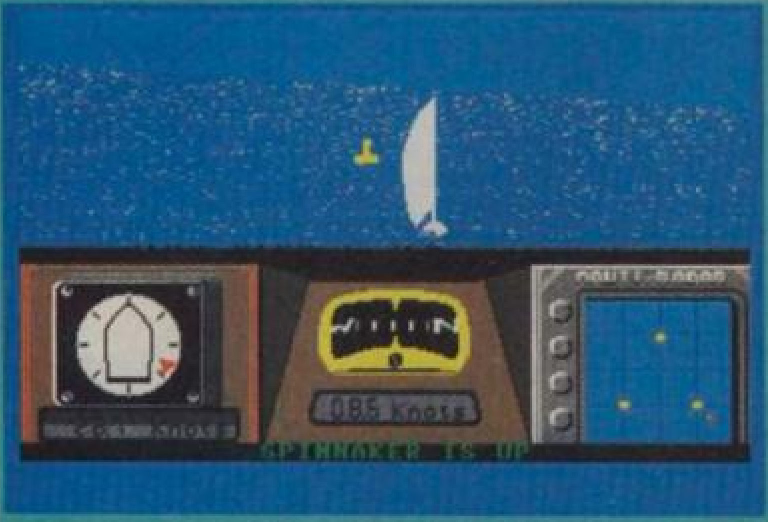
It's going to be a really monster wedding — if you can help old Frankie's bride get the groom together for the big day. As soon as he proposed old Frankenstein went completely to pieces. But the bride has the technology to rebuild her horrible husband-to-be. She has to rob graves and crypts for Frankie's internal organs — but first you have to find the tools for your grave robbing activities. Lost souls want to stop you, zombies likewise. There are 60 rooms to search and a special "cardiac arrest" feature?! Nice! Bride of Frankenstein, released on Ariolasoft's 39 Steps label, will be out in March for the Spectrum and Amstrad.

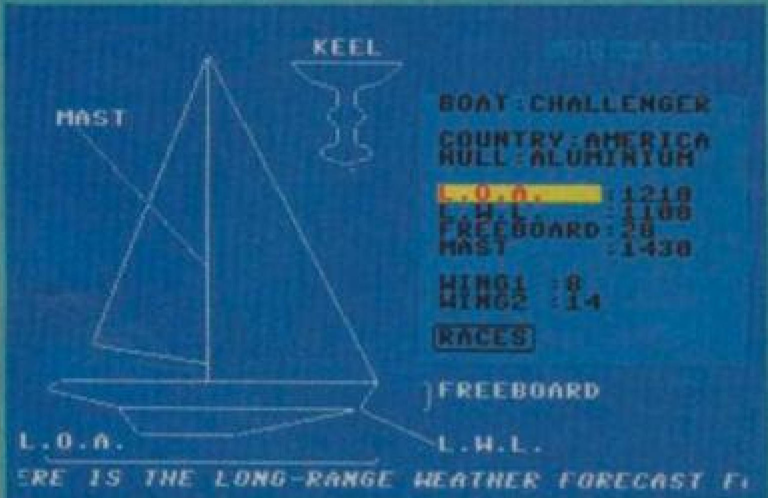






Is this the end of Monty Mole? Gremlin releases *Auf Weidersehen Monty* in March, follow up to *Wanted Monty Mole, Monty is Innocent* and *Monty on the Run*. This time our hero flees for his life across Europe after lying low in Gibraltar, raise enough money to buy a Greek Island. This latest Monty game is more of the same only better, says Gremlin. C+VG's all-seeing eye says this is true. Auf Weidersehen will be out on Commodore, Spectrum and Amstrad very soon . . .



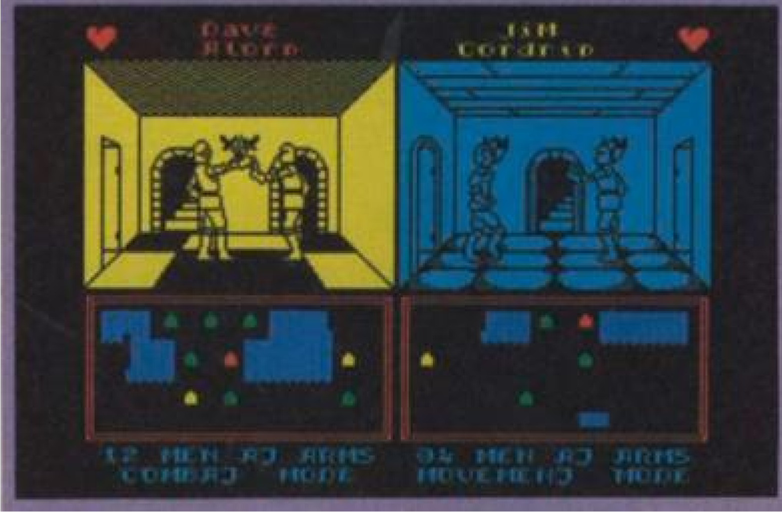


BOAT:CHALLENGER
COUNTRY:AMERICA
HULL:ALUMINIUM
L.O.A. :1210
L.W.L. :1100
FREEBOARD:20
MAST :1430
WING1 :8
WING2 :14
RACES

ERE IS THE LONG-RANGE WEATHER FORECAST F

Following in the wake of US Gold's *America's Cup Challenge* comes Activision's *Sailing* also based on the America's Cup Race. First, you design your own yacht — choosing the overall length, waterline length, freeboard and mast length as well as adding wings to the keel and changing the hull material. Then you have to choose the nation you want to represent and then select your prospective opponent up to two places above you in the table — to help you decide who to challenge you may look at the blue prints of other competitors' boats. The display throughout the race is split into two halves. The top half shows the view from the prow out over the sea where you can see your opponent (if he is ahead of you). The bottom half contains your gauges which are vital to getting the best from your boat. There are two wind gauges: the absolute wind speedometer and the relative wind direction meter; in the centre are the two gauges which show your heading and boat speed while on the right the radar shows the position of your boat, your opponent's boat and the buoys around which you have to sail trying to turn the boat one way or the other. *Sailing* will be available on Amstrad CPC cassette (£9.99), Amstrad CPC disk (£14.99), Commodore 64/128 cassette (£9.99), Commodore 64/128 disk (£14.99) and Sinclair ZX Spectrum 48K/128K/+ (£7.99).

Norman the Wise is a humble cat with no great ambition in life. One Saturday night, Norman stumbles out of his local — his mind buzzing with the stories of Greyfell — the curious land of long ago, tragically caught in the grasp of the Evil Moron. The great Wizard Hitormis, has been telling of how Moron the Evil One stole the precious orb of life, thus banishing all peace and love forever from the land. Hitormis speaks boldly of the quest that would return Greyfell to a land of light and laughter. He proudly proclaims that were one brave enough to seek out Moron in his deadly lair and return the orb to its rightful place in the cup of sorrows, the terrible reign of Moron would finally end. Now Norman, being slightly the worse for drink, at once decides his life of aimlessness has come to an end — he himself will take on the challenge and embark on the mighty quest. Hitormis is wildly excited, and fills Norman in on vital information he must know before setting off . . . This is the plot of *Greyfell* an exciting looking 3D Ultimate style arcade adventure. Watch out for it!



It's been a long time since we've seen anything from Mike "Doomdark" Singleton. *But now Mike's many fans can look forward to* Throne of Fire *— which is truly something completely different.* Throne of Fire *is a classic three-sided power struggle between ruthless and ambitious princes, sons of the late King Atherik. It is played out against the dramatic back-cloth of the Burning Citadel, a towering edifice built around the rim of a smouldering volcano. Each prince aims to seize the now vacant Throne of Fire, by slaying his brothers and their men-at-arms, and then channel the mind-wrenching powers of the Throne to his own dark ends. The action is controlled by dual joysticks, or joystick and computer, with each player adopting the persona of one of the rival princes, and the computer taking on the role of the third. All three play at once, moving the main characters and the members of the supporting forces through the many chambers and connecting stairways of the Citadel, discovering arms and magical objects, and killing all who oppose them. Throne of Fire will be released on Commodore 64 and Amstrad at £9.95, Spectrum at £8.95 and Commodore 64 disk at £14.95.*

C+VG Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

Right, I'm here to cut the Small-talk. Mailbag is Big-Talk. Okay? But before you get to grips with the letters, here is an I.D.E.A.S. Central Public Service Information Message. A few months back C+VG ran a competition to find the Paperboy of the Year. The winner did not give us his full address. So if your name is Randeep and your newsagent is Mr Patterson write to us and tell your story again. That's to make sure we get the right Randeep. And don't forget to include your full address. Onto the letters . . .

● It has been a few months since I last bought your magazine, mainly due to the fact that my telly broke down and Ataris don't work very well if you can not see what's going on. But, I was bored and wanted something to read.

Lo and behold, C+VG almost jumped off the shelf and into my arms. I think it was the free stickers! On getting it home I realised it was the December issue and it had been in the shops since mid-November. Why do you do this? If a magazine says December on the front, shouldn't it be released on the 1st of December and not on the 16th November?!

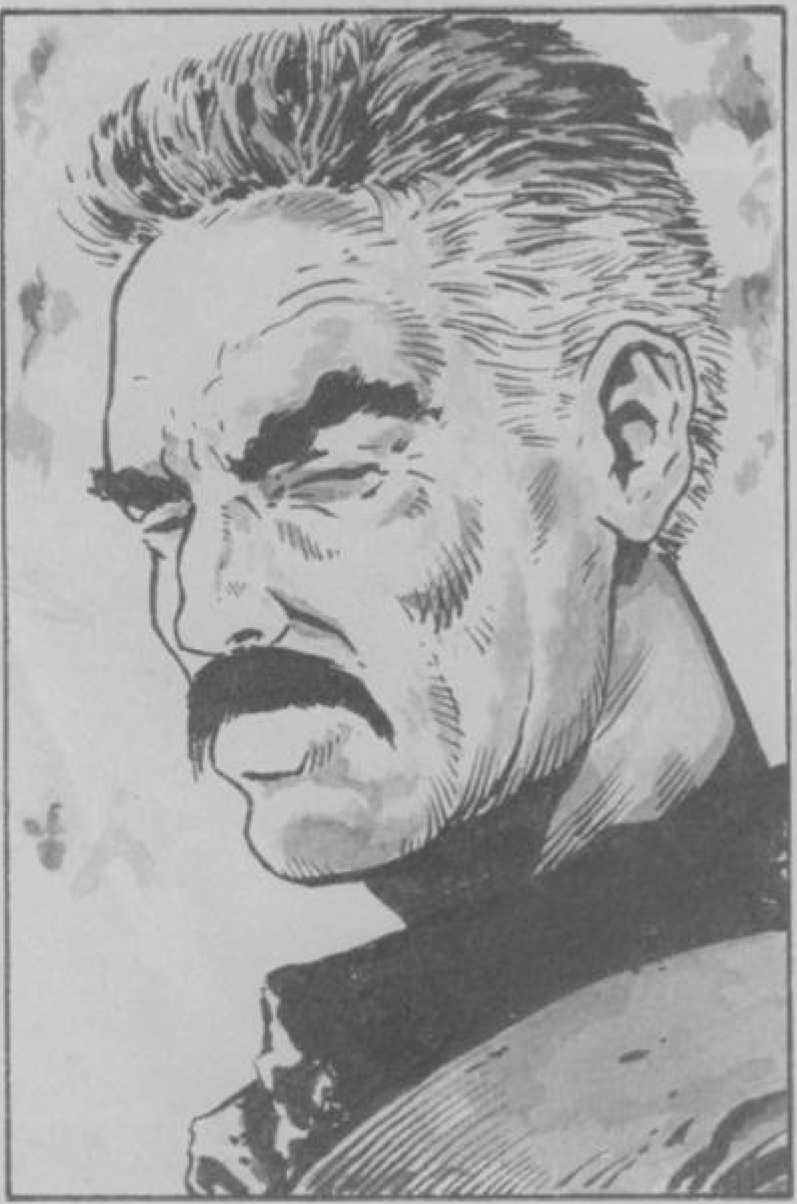
But, enough about that. Over those few months, the magazine has changed — even if my telly situation hasn't — and not for the worse I may say!

More reviews, more Mailbag pages (best part in my opinion), more of everything. Apart from Atari mentions. I think I saw the word twice outside advertisments and letters. But overall it is great, especially the Pen Pal section. So much so that I might start buying it again.

Oh, by the way I am looking for a Penpal — female, male between 17 and 20

Kenneth Jardine
Castle Douglas
Scotland

I agree it can be a little confusing seeing the December issue on the magazine stands in mid-November or indeed the July issue in mid-June. It all comes down to our production schedules, distribution date. Most magazines tend to appear a few days if not weeks before the date on their covers. When you consider the thousands of magazines available it would be impossible, for instance, for all their December issues to appear on December 1. Just imagine how confusing it is for us. Right now I'm dictating this reply into I.C.'s dicta-droid in January for the March issue which will be out in February!



● I have just been suckered into buying the *Space Harrier* and *Gauntlet* discs for my new Amstrad CPM 6128 with built in disc drive (brag, brag) and to my horror I find a major fault with *Gauntlet* and a major let down with *Space Harrier*.

Within the intellectual bounds of my vast knowledge having checked with other users, there is a fault on all Amstrad discs for *Gauntlet*.

As you know, after level seven all the screens are random, but some of the screens have some sort of defect on them which causes them to break down or not load.

I know this isn't the fault of my computer and I know it wasn't just one faulty disc becaused I have replaced it several times and the shop is getting fed up with this.

As for *Space Harrier* what happened to the giant robots and the fearsome two-headed dragon? What's the point of spending £14.95 on a disc just to discover that you can complete the game and knock up a score of 5,234272 and not meet even a baby robot with a pop-gun?

C I Tunbridge,
Lanarkshire

Lashing out £14.95 on a game which contains some pretty serious bugs is infuriating. Writing to *Mailbag* alerts other potential buyers to the problem but you should also write to the software house concerned and moan to them. They are the people responsible. Try and get your money back. You wouldn't accept a new car that doesn't go or a music tape which has one track chewed up, would you? Software houses would soon get the message if everybody wrote to them.

● Having watched and enjoyed the film *Top Gun*, and go through the training, shooting the enemy up and saving Dad, I ended up feeling cheated by Ocean.

When I first loaded the tape onto my Spectrum and saw the graphics of the aircraft carrier, my heart surged with delight. But No! The screen split into two and a black and white game produced to unfold.

Maybe it's me but after playing *Ace* and *Ace of Aces*, I feel it is a fault and not my doing.

My last comment, which I hope Ocean bosses do not read — for obvious reasons — is that I feel the game was released far too quickly and slightly conned the computer paying public into parting with their money.

All the people I know who have bought or, as myself had it as a Xmas present, have felt they have not only been conned, but robbed of a very expensive game. It should have sold for £2.99 not £9.98. I hope in the future big companies do not take the computer public for a ride.

C Forrest
London

A lot of what you say comes down to personal taste. I might like something which you don't. That's life. What you really should try to do is see the game before you buy it. I know that's difficult because a lot of the big stores would refuse. In that case why not refuse to buy the game. If enough people do this, stores will soon see sense and provided a little customer service. If you're lucky enough to live near a small specialist computer shop why not shop there. They should — if they're any good — have more time for you.

● In your last issue a certain Ashraf Alhager wrote to tell you that he buys your mag for £4.00, well let me tell you that I buy it for just above £2.00.

You probably think that us kids

in the Emirates miss out on Arcade Action. Well, recently some friends and I went to an arcade place and they had *Gauntlet*, *Space Harrier*, *Quartet*, *Hang-On*, *Ikari Warriors*, *Buggy Boy* and many more (keep this a secret from my Mum 'cause me and my friends spent around £12 on *Gauntlet*.

Your mag is fab, but I have a complaint, when will you print a Melissa poster (she's gorgeous). Here are our ratings for the mag. Value 9, Quality of Paper 9, Enjoyment 10, Bug Hunters 8, Tips 9 and Reviews 10.

Haythem Kishtaini
Abu Dhabi

You spent £12 on Gauntlet! I'm shocked but don't worry I won't tell your mum. Even as I write, plans are underway for a Melissa poster. Paris the Pen is gazing in adoration at her fine form, seeking inspiration. When he's truly inspired we'll lock him back in his cell with pens, paints, inks and a few scraps of paper and see what happens.

● So, Hannah Smith, who can be symbolically represented by a TV screen bearing the doleful message "loading error" is coming to London to sort Melissa out once and for all, is she?

Don't worry overmuch, marvellous one, for as soon as Spannah Quiff reaches the big City She will fall prey to the bewilderment and awe that always overcomes country bumpkins when they visit anything larger than the grim collection of mud huts that they emanate from ie Ludlow, Salop.

The poor deluded creature will be far too pre-occupied with the wonders of civilisation to bother you. Hamster Smug will be turning taps on and off, trying to work out where the water comes from. She will unscrew lightbulbs and expect them to still shine when out of their sockets. She will indeed, probably become lost on the underground, thinking it is a real £1.99 budget arcade game dungeon and happily disappear for all time.

Should this happen please don't take mercy on her and give her the tip that will get her out (board elevator) or send her the map that could help her — the London Transport one. No, she thinks she's the tipster, let her sort it all out.

In the case of Haddock Sniff (well, there's definitely something fishy about her and she's always whinging about her ruddy cold), I advise you to paraphrase the words of a very wise man and say to her — "Tipster, tip thyself. Preferably off a very high cliff". I mean, quite seriously, a fall from a great height, ending in being brought back to earth with a bang is only a physical version of what she would experience metaphorically should she meet you anyway and its far more merciful, in the long run, than letting poor old Hammock Sleep return to the silly little clique at Creche (no one seems to have used that one yet, I hereby give it to you, Melissa, to use anytime you like, free of charge. (Look upon it as a late Christmas gift from a loyal fan)

You see the true difference between your good self and Haggard Smudge is that where as Hungover Smirk is only a Hanner-Barbera animation, YOU are a Howard Hawks woman. I am sure you know enough about this fine film director to realise this compliment when it is paid to you but we must remember that even ol' Hatchet Smells knows something of the movie world, being the subject of a recent film herself — "Hannah and her Blisters".

If the whereabouts of these blisters are, at present, unknown let me prophesy that they will soon be upon her knees for that what she'll be grovelling on the second she is ushered into your august presence.

I also enclose a photo of myself from the last time I was in Carter-Follis land. You asked for photos of your tip suppliers and as you know I have given you a few useful ones. This is me as Mad Monk of Clava Cairns, Culloden.

Fight the good fight

Rex V Barnes,
Bromley

Creche. Ha! I like that. I always thought Ludlow was really the cradle of civilization. Seriously, Melissa remains above all this. And another thing, Rex, I know how Miss Hannah must feel having a permanent cold. My dicta-droid is suffering from perioidic flu of the micro curcuits. Dumtimes it dakes me dound as if I've dot a dold and a blocked dup dose.

● I think your mag is quite fab, cool, supercali . . . osious, etc, etc. BUT I have one minor complaint. It is the lack of page numbers. They seem to be on every page at the front end of the mag, but, they fizzle out. Then they come back at the end of the mag. Confused, I am! Any explanations?

Matthew Hobson
Northants

● It is no good, I cannot hold back any longer. Ahhhh, that's better. Right, now to get down to it. What was the point of having an index, when none of the pages had any numbers on? I refer, of course, to the Jan issue. And while I have your attention, where are those tantalising glimpses of stocking top that I demanded in my last letter? That's what we want from our Melissa, not all this running about in a jump suit.

Tffgapn,
Faringden
Oxon

Yes, Matthew, there is a reason and it's quite complicated. C+VG is printed in several sections but not all at the same time. The size of these sections can change virtually overnight if, as there usually is, a sudden rush of companies wanting to put advertisments in. You can imagine how difficult it is trying to keep all the page numbers right.

And as for you, TFFGAPN, don't you know that stockings are out this year and jump suits are in.

● Consider yourselves as THE computer magazine at the present time. As it is, yours is the most adult to date and the best informed. Just leave out the bitching. Let other magazines do that.

Onto more important matters. One that is quite important is that someone is deceiving and lying and it is getting quite ridiculous. No doubt CRL are having trouble waking their programmers up?

Anyway I sent off to a mail order company expecting to wait a couple of weeks or maybe a months delay as the game yet available.

So now it is January and no ga from CRL. It seems to be contending for the most Hyper Game of 86 award surely. Okay, so maybe they're having problems with the program, but shouldn't they, through mags such as yours, keep us informed?

No letter, phone call, refund or any attempt by the mail order company to tell me about the delay. Okay so the amount was only £6.50, I can handle loosing that amount, but I am not going to start wasting time and money in the meantime.

But, what about the kids who aren't working, guess £6.50 is quite a bit for them to throw away. So this is it. Your mag, must have some say in the adverts that are booked in, their credibility should be checked by you, no?

If nothing can be done by you then I am sure the Advertising Standards Authorities would be interested why companies are selling items that don't even exist!! Their address escapes me at the moment, so, if they, the managers, of companies are reading I'll give you until I see this letter published to get your act together.

You have either option one — some form of letter or postcard explaining the delay or two — offering after a time limit an alternative game of senders choice.

continued overleaf

C+VG Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

If this service is already carried out by any companies I apologise for discrediting your names. I hope someone will see the sense in my argument. Sorry to moan but that's how it is. This is not open to argument from minors! Constructive criticism is welcome, gentlemen. Consider the Gauntlet to be thrown down.
A Purnell
Bristol
It really is annoying when a software or a mail order company takes your money and doesn't send the game or bother to tell you there might be a delay. That's bad. Very bad. Let me try and explain about the advertisments. C+VG — and all the other monthly computer magazines — work a long way in advance. As I've already said, I'm writing this in January for the March issue. Companies wishing to advertise games due to release around late February and March have to book their ads a long way in advance. In that time something might go wrong with the games production. For example, the programmers quit, or they physically can't complete the game in time. The result is the advert appears but no game. These delays can go on for months.

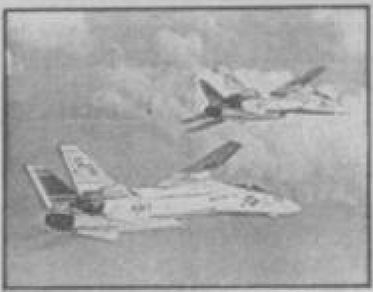
● In your review of the C64 *Xeno* (C+VG February) you remark that *Xeno* "could have been a really nifty game if the programmers had decided to make it scroll instead of using an irritating screen fliping technique".

All three versions of *Xeno* on the market (Amstrad, C64, Spectrum) are continuous smooth scrolling with no "screen flipping" whatsoever.
Nick Vincent,
Binary Design,
Manchester
Tim looks puzzles. "It's not what I call scrolling," he says. Okay chaps, laser guns at dawn should settle the issue.

● I write regarding January 1987 edition's remarks about the computer game based on the film *Top Gun*. The question in the Top Gun competition asked "What is the difference between a F16 Tomcat strike aircraft and . . . ? Again on page 147 you put "You will learn to cope with flying an F16 Tomcat Strike Aircraft.

Later again in the review you remark "we wonder if the F16 is armed with cruise missiles?"

I would like to point out that the aircraft which the film is based on was the F14 Tomcat, not the F16 Tomcat as there is no such aircraft but there is a F16 Fighting Falcon. In a previous edition you got it right you put an F14 Tomcat. What happened this time?
Paul Billany,
Hull.
It was a mistake, okay? Sorry. A certain member of the team is sitting in the corner hanging his head in shame. The Ed's strutting around yelling and Big Red's looking smug because it wasn't his fault. Once again, sorry.



● The software market is currently in a sorry state. Many games are conversions from the arcades and so are merely graphical shoot-'em-ups *(Space Harrier, Ghosts 'n' Goblins)* which have very little substance and so do not sustain interest.

Some games are original and lasting *(Sky Runner, Tau Ceti II)* but why should someone pay £8-£10 when he knows that in a few months the game will be on a compilation with several others for the same price?

Other games are immitations of good games as the author is so gormless he cannot think of an original.

Big companies who are now rolling in money release these unzarjaz games (US Gold, Elite), they can afford to.

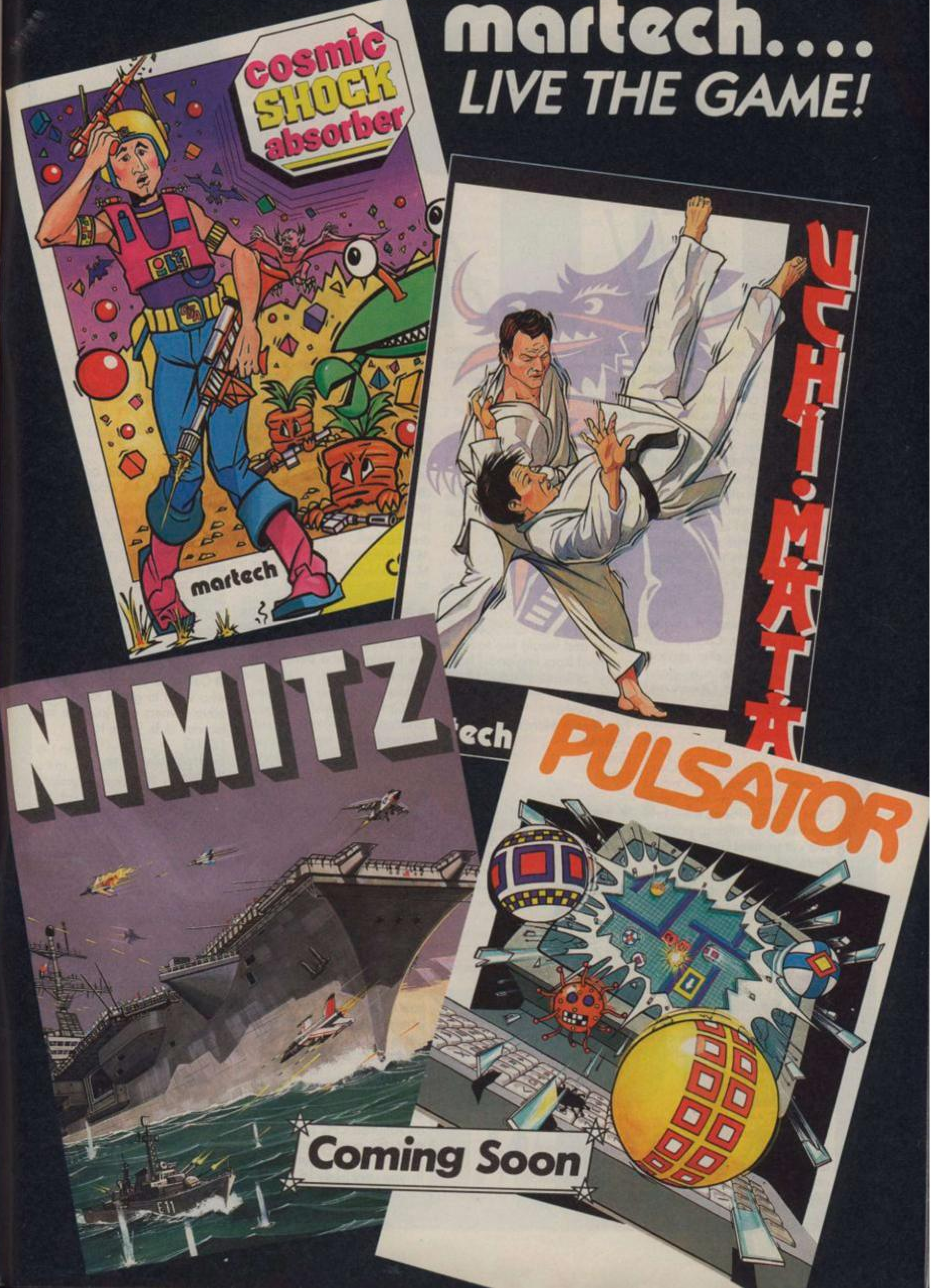
So it is not surprising that many people pirate games. They know that the games are not worth the money they would have had to pay. Then we get people prophesing that these pirates will bring the end to the market (Takoushi). What rubbish! The companies are ensuring their own doom. Certainly at this rate the software market, like Wall Street, will crash. No doubt the main companies would have shouted "So Long, Suckers!" and cleared off long before.

We must also look at other's points of view; let us imagine that everybody stops pirating (maybe because a successful anti-pirate system will be developed). The games would, as many say, get better but that would only happen if the companies got more money. They would not — people would stop buying games, only a dramatic fall in prices would prevent this. So the companies would still go bust, if the prices remained stable nobody would buy, if they dropped the companies would not make enough money.

It appears that only the companies themselves can stop the imminent crash. And how? By producing BETTER and CHEAPER games and being quick about it.

To pirate or not to pirate — the choice is yours; maybe the above will help you to decide. I now rest my case in the hope that half of the authors of the letters on this theme in the large Mailbag section will.
Ben Halligan
Harrogate
● There really is no argument which can defend or justfy piracy. The case is clear. Piracy is theft. Theft is a crime. Pirates are thieves.

martech....
LIVE THE GAME!


cosmic
SHOCK
absorber
martech
UCHI-MATA
tech
NIMITZ
PULSATOR
Coming Soon

PEN PAL PAGE

Here are the latest batch of Pen Pal letters. Have a look through and see if you find the pen pal you are looking for. If not, why not drop us a line. Just let the other readers know what computer you own and some of your other interests. Who knows you may still be writing to each other at the end of the century and it will all be due to C+VG's Pen Pal pages.

If there is not a complete address, just write to the reader c/o C+VG. What could be simpler.

● *I am interested in corresponding with a Commodore 128 owner with disc drive. I am 15 and like any good games. I also like Queen and Dire Straits.*
James Laurie
Northmapton.

● I am a 21 year old Commodore 64 owner and I would like to hear from any other CBM owners around the world with views to talking, pokeing and just general computer talk. Write to
Damien Jardine
PO Box 899
Ingham, Qld 48540
Australia.

● I am a boy from Holland and I would like to write to everybody who is the best in arcade machines in his city or town. My favourite game is Gauntlet from Atari. We could write about tips, tricks and hi-scores for every game.
Romano Linohout
Brederodestraat 100
1054 VG Amsterdam
The Netherlands.

● Benn Laidler is seven years old and would like to get in touch with any Spectrum owners from all over the world. His other interest is swimming.
Ben Laidler
Newcastle.

● We are two Commodore and MSX owners in Iceland and would like a pen pal from anywhere in the world. We collect all kinds of software on disks and cassettes.
Hermann and Tomas
Vidivangur 18
220 Hafnar Fjörjur
Iceland.

● I'm a 14 year old Spectrum owner and would like to have a penpal from England. I have many programs and 40/50 top games.
Sherif Gohar
15c Sharia Marasli
Zamalek
Cairo
Egypt

● I'm a 15 year old C16 owner and I would like to get in touch with other C16 owners for swapping pokes, hints, software etc. If you write to me please enclose a list of your games.
Barry Celie
Raasdorperweg 80
1067 T.L.
Amsterdam
Netherlands

● Kees and Willem, 2 MSX-2 users in the Netherlands would like to get in touch with other MSX users all over the world. If you are interested please send them a letter and they promise to reply.
Kees Maas
van Pedestraat 14
5622 BG Eindhoven
The Netherlands

● Calling all you lovely ladies out there, don't stay out in the cold. Why don't you communicate with me using the mini-office word processor for the Amstrad CPC 464. If you send me your introductory tape I will reply using the same tape which can be re-used for future correspondence. Don't forget to write the file name on a piece of paper with your name and address.
Mike Harman
N. Humberside

● Are there any other Electron users who read C+VG, if you are an Electron owner and you are looking for a penpal then write to me!
Valdie Werbel
51 Oakleigh Road
Stratford upon Avon
Warwickshire
CV37 ODP

● Would like to swap all kinds of programs for the Atari, — adventures clues, books etc. So if you want an Atari penpal from Iceland write to me.
Arnar Thor Oskarsson
Alfheimar 3
104 Reykjavik
Iceland

● I own an Enterprise 128 and I want to find a friend with an Enterprise to swap ideas, games etc. so if you own an Enterprise 64 or 128, please get in touch.
Kuldip Pardesi
London

● I am a 14 year old boy with an Amstrad CPC 6128. I have over 50 games on disc and cassette and still getting more. If you are 14–16 male or female then write to.
Chris Gin
154 Panama Road
Otahuhu
Auckland
New Zealand

● I'm a 14 year old boy and I own a CBM 64. I would like to have penpals all over the world. I have many new titles and would like to swap software. Write soon — all letters answered.
Svein tore Holsether
Beiteveien 3
2600 Lillehammer
Norway.

● Calling all Enterprise owners who want to get in touch with other owners and join the Enterprise club. Write to
I.E.U.G.
60 Holdenhust Ave
Finchley
London
N12 OHX.
Don't forget to enclose a stamped addressed envelope.

● I'm a lonely 14 year old CBM 64 owner who has just moved from America to England. If anyone is interested in trading games, etc get in touch with me through C+VG.
Chris Brown
Worcester

● I'm a 13 year old Spectrum owner living in Spain and I would like to have a penpal from any country. Please write to me.
Carlos Fernandez Arco
19 Jimenez de la Espada 4th B
Cartagena (Murcia)
Spain

PEN PAL PAGE

● I'm a 15 year old Atari owner who would like to swop games and tips. So if you have a cassette player, write to me.
Darren Hind
Leics.

● I am a Spectrum owner from Finland. I am interested in finding a penpal who would like to swap software. I have over myself so write to me with your software list. I'm waiting for your letter.
Jukka Kosonen
Kumpu
58700 Sulkava
Finland.

● I am 14 years old and I would like a penpal who owns a C64 or as I do a C128. I would like to trade games, hints etc.
Cliff Nobrega
68 Roseville St
St helier
Jersey
C.I.

● Does anyone know of a hire club which specialises in hiring games for Memotech MTX 512 and also wants a penpal from Malta then get in touch with
Alfred Bezzina
No 4 St Christopher Flats
Kuiiard Street
St Julians
Malta

● I am a 15 year old girl who owns a C64 and needs help finding penpals. If any mere mortals wish to exchange views or just wants to chat, get in touch. All replies answered, from any country.
Diane Kemp
West Yorkshire

● I have recently bought an Amstrad CPC 6128 and I would like to correspond with other Amstrad users. Here in Portugal there is no support at all for the Amstrad and I would like some penpals to swap software hints and ideas.
Sergio Vasques
Rua General Silva Freire 151-4D
1800 Lisboa
Portugal

● I am 12 years old and looking for a penpal who owns a BBC B+ and a 40 track disk drive. I am looking for someone around my age who speaks English and lives in the Channel Islands or France.
David Ince
Bas de L'Allee
Trinity
Jersey
C.I.

● I am a 14 year old arcade addict. I own an Atari and a CBM 64. I would love to hear from a male or female who lives abroad, especially America — a blonde female American would be great.
Phil Chambers
Warwks

● We would like to draw the attention of your readers to S.M.U.G. — the Southampton Micro Users Group. This is a new group for users of Atari, Amstrad, Acorn and Commodore micros, who live in and around the Southampton area. We intend to have the group running by March '87, so, if you are interested then grab a pen and write to our man S.M.U.G. c/o *C+VG*. A reply paid envelope would be appreciated.
Mr I Campbell
Southampton

● I am a Commodore 64 owner who would like to exchange programs, cheat pokes, hints etc. If you are interested write to me at:—
Barry Compston
Belfast

● Hi, my name is Emma Webster and I own a C16. I would like to get in touch with another C16 owner from anywhere in the world. I would also like to swap games and tips.
Emma Webster
Wiltshire

● One Amiga freak looking for other freaks all over the world! I also have the newest stuff available. Please write to me.
Markus Luehe
Moselstr. 17c
6086 Riedstadt 1
Germany

● I own a C64 computer with disk drive and would like to find penpals from any corner of the world who would like to swap hints, tips, programs etc.
Dumini Patrice
66 Rue au Prunier
55240 Bouligny
France

● I own an MSX and where I live there are not many people to swap games and ideas with. So, if your lonely in your area and own an MSX please contact me.
Vilam Vuong
Charlton
London

● I am an Acorn Electron owner and I would like to hear from other Electron owners in the world. I would like to exchange games. I have over 150 games and I am 12 years old.
Shaun Flannigan
Northern Ireland

● I am a Spectrum 48k owner and I would like to hear from other Spectrum users anywhere in the world. I have 250 games and would like to swap games and pokes. I am 14.
Maurice Dobson
Northumberland

● Hi I'm a CBM 64 owner and would like to trade pokes, hints and games — cassette only. I am really looking for Karate games. All letters answered.
Barry Roberts
Clwyd

● I own an Amstrad 6128 + 5¼" drive and I would like to hear from other users to exchange hints, tips or swap software. I have quite a large collection. Please write to
Tom Fiers
Beokendreef 3
B-9120 Destelbergen
Belgium

● I am a Spectrum 48k owner and I love all games apart from text adventures. I would like to make contact with other Spectrum owneres anywhere, to write about games, maps, pokes, high scores anything about Spectrums. Please enclose a list of all your games.
Derrick Watson
Cheshire

● Hello Atari owners, I have an Atari 800 with disk drive and over 1000 titles of software on disk. Willing to swap with anyone interested. Please send a list with your letter.
Robert Bronstein
191 Rokeby Road
Hobart
Tasmania
Australia

● I am an Amstrad CPC 6128 owner who would like to have penpals from all over the world. I also have nearly 200 titles and would like to swap cassettes or disks.
Amid D Tamimi
PO Box 467
Jeddah 21411
Saudi Arabia

● I am a 14 year old British Spectrum owner who would like to swap letters, software, hints and pokes preferably with overseas readers.
Alex Symons
Glos.

● I am a Danish CBM 64 owner and I would like to get in touch with someone who would like to swap software, hints, tips and pokes. I have got a 1541 disk drive and a 1530 datasette.
Jacob Stalfors
Enighedsvej 40
2920 Charlottenlund
Denmark

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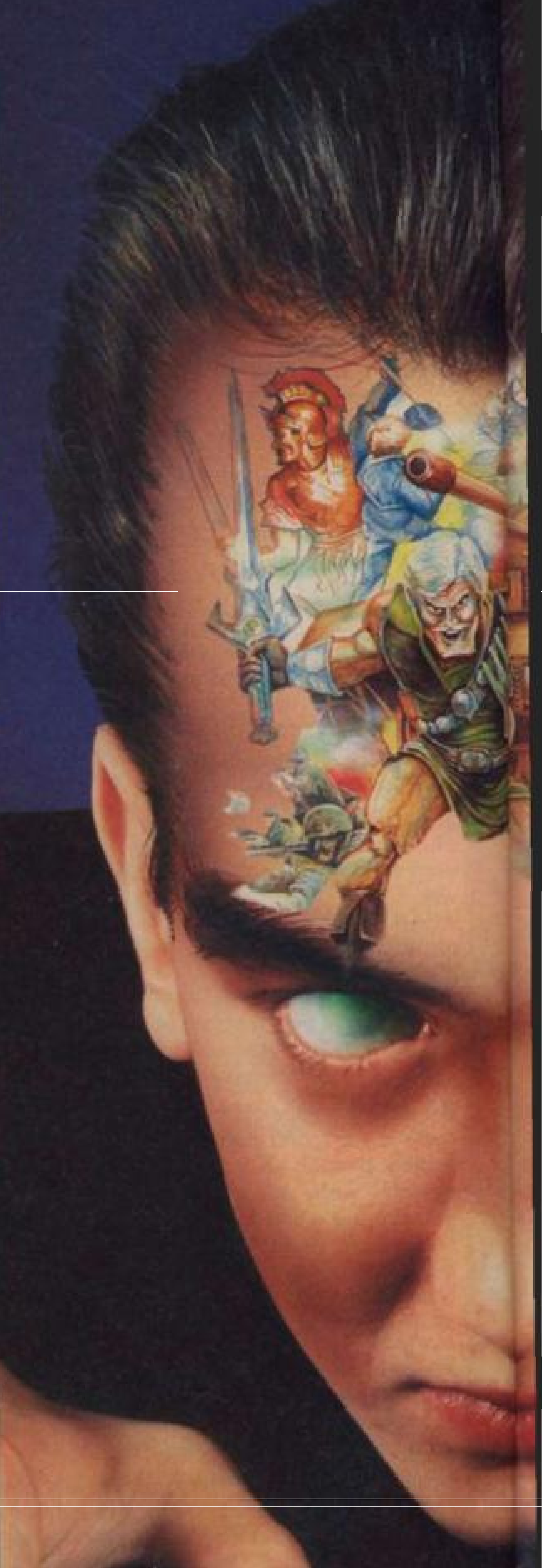

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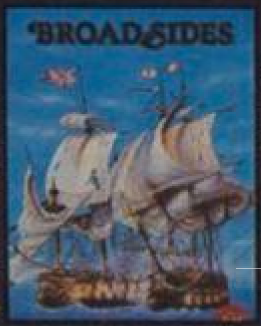
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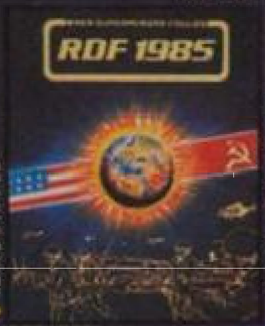

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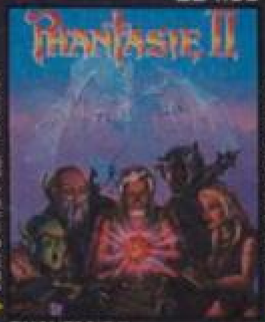
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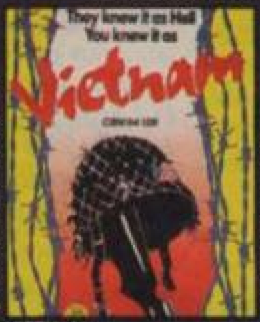
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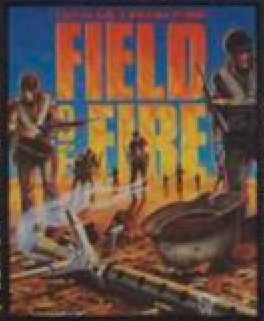
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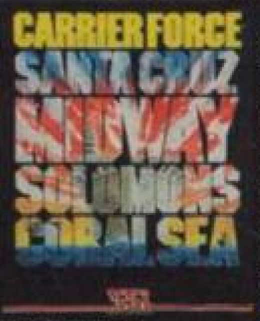
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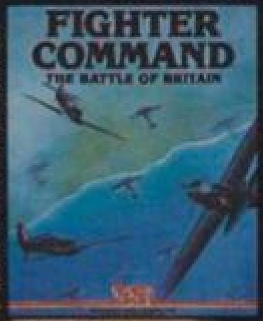
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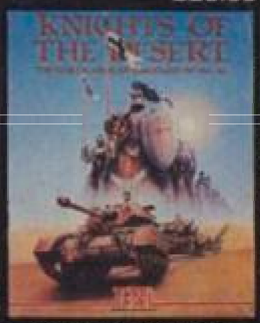
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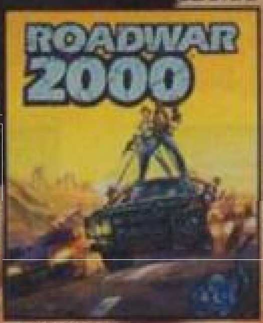
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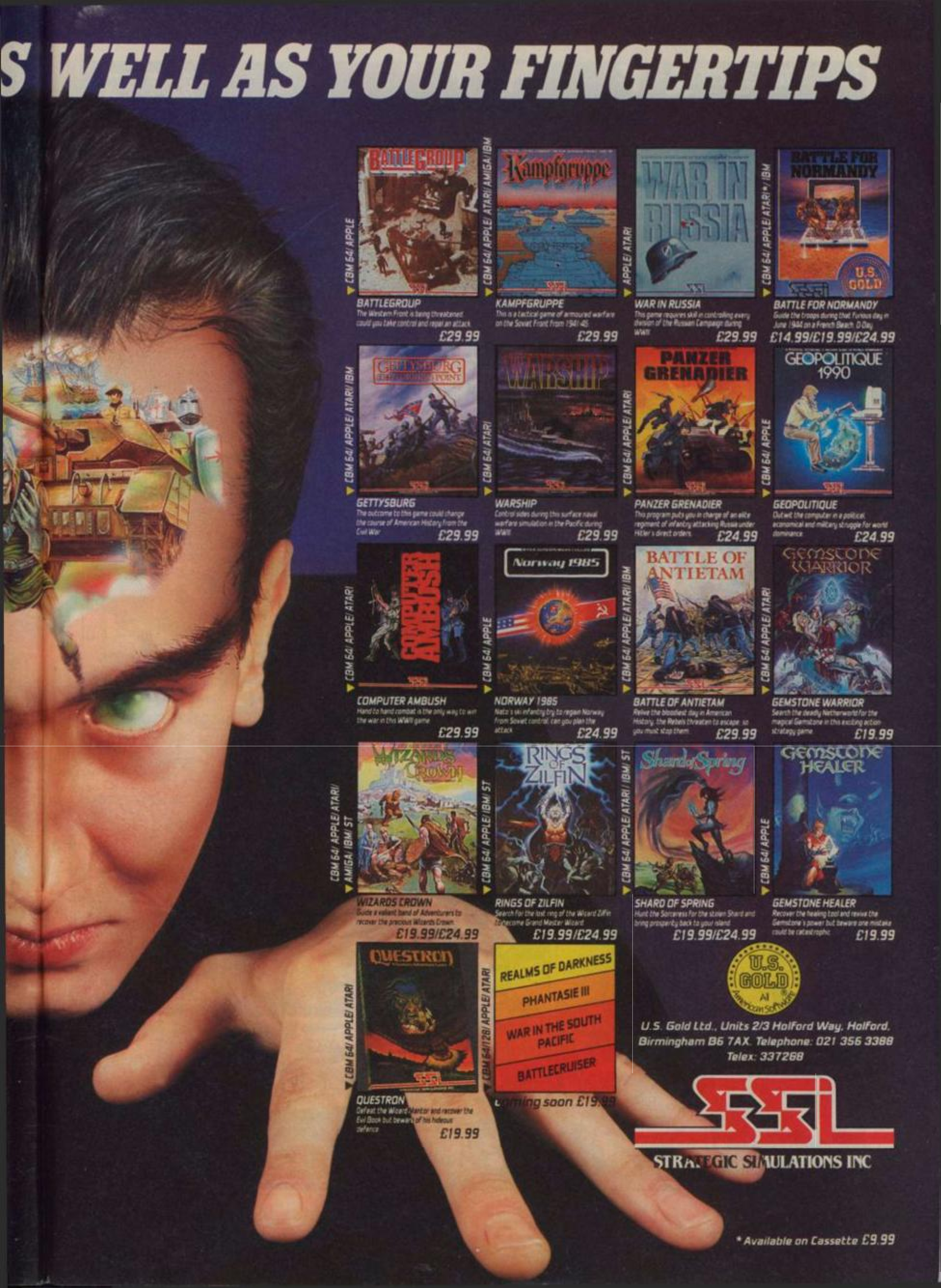
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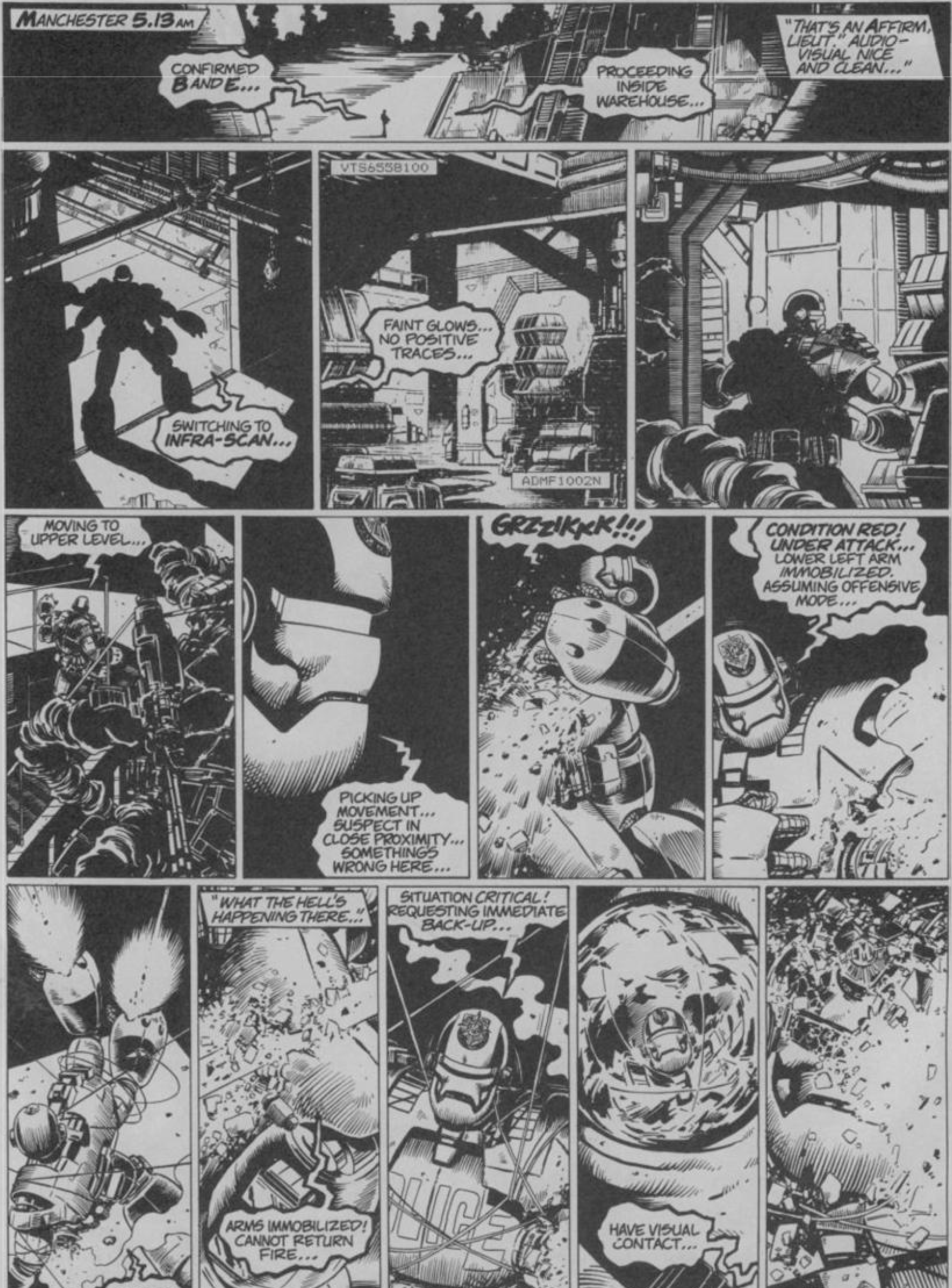
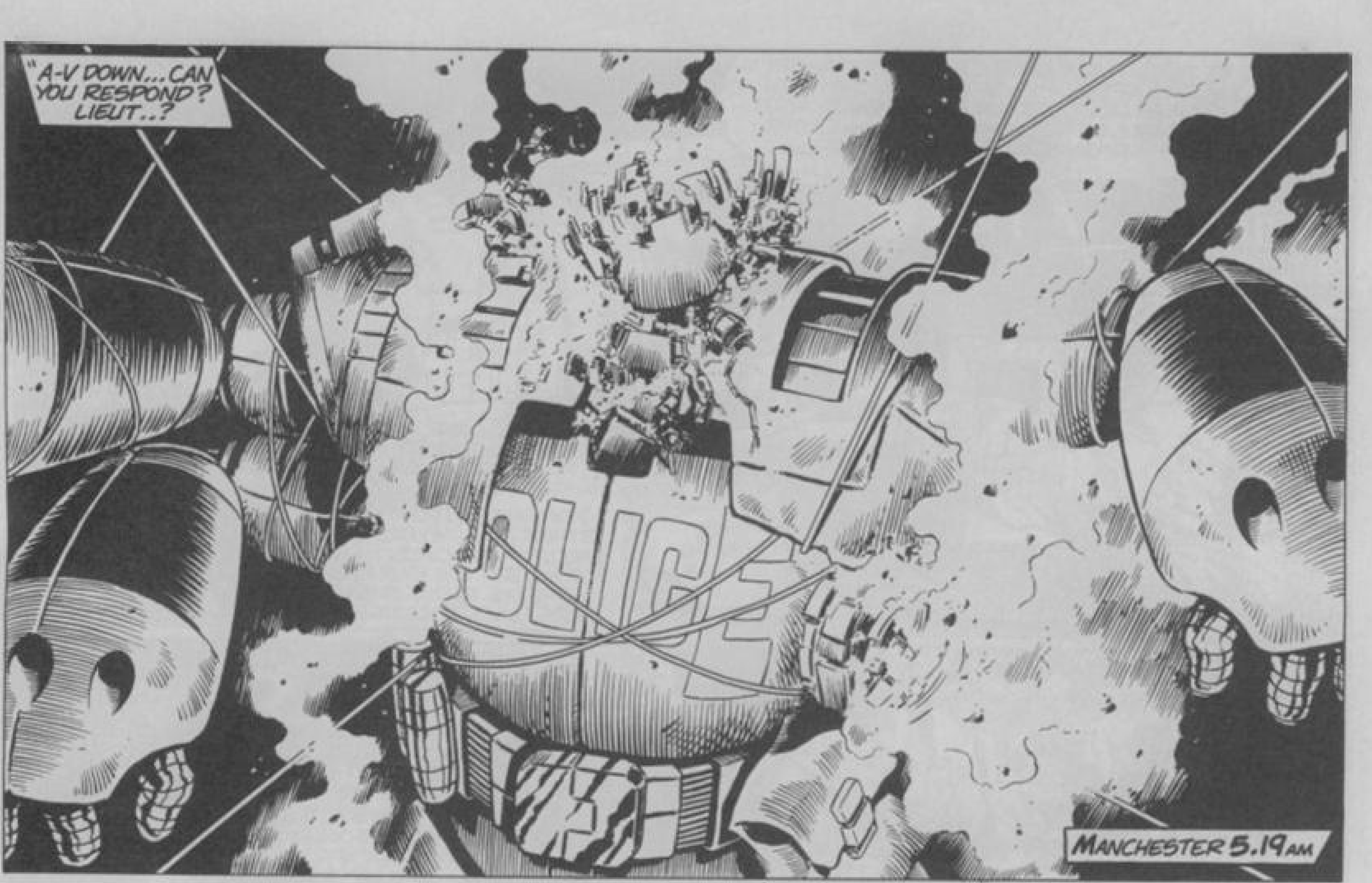

MANCHESTER 5.13 AM
CONFIRMED B AND E...
PROCEEDING INSIDE WAREHOUSE...
"THAT'S AN AFFIRM, LIEUT." AUDIO-VISUAL NICE AND CLEAN..."
SWITCHING TO INFRA-SCAN...
VTS653B100
FAINT GLOWS... NO POSITIVE TRACES...
ADMF1002N
MOVING TO UPPER LEVEL...
PICKING UP MOVEMENT... SUSPECT IN CLOSE PROXIMITY... SOMETHINGS WRONG HERE...
GRZZIKKK!!!
CONDITION RED! UNDER ATTACK... LOWER LEFT ARM IMMOBILIZED. ASSUMING OFFENSIVE MODE...
CABLES SNARING ME...
"WHAT THE HELL'S HAPPENING THERE...!"
ARMS IMMOBILIZED! CANNOT RETURN FIRE...
SITUATION CRITICAL! REQUESTING IMMEDIATE BACK-UP...
HAVE VISUAL CONTACT...
"GODDAM... IT'S A ROACH..."


"A-V DOWN... CAN YOU RESPOND? LIEUT..?
MANCHESTER 5.19AM

LIEUT. LAWW

LMP
LONDON METROPOLITAN POLICE

SCRIPT by **JERRY PARIS** & **GARRY LEACH**
ARTWORK by **JERRY PARIS**

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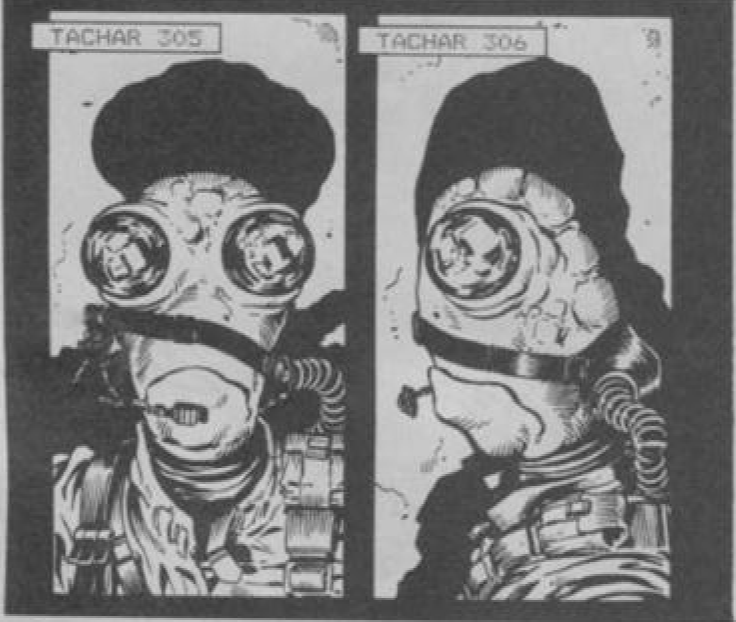
TACHAR 305
TACHAR 306

```
AR003413521 XENOLOGICAL PROFILE

NAME: OU-SS UR ROCA

DOB: N/K AGE: 139 EARTH STANDARD (APPROX)

HEIGHT: 1.70M WEIGHT: 280 KILOS

GENDER: AUTOSEXUAL I.Q.: 190 (APPROX)

SYSTEM OF ORIGIN: KRAYA, 4TH PLANET,
                  BARNARD'S STAR. (RED DWARF)

GRAV: 5.4 E.S. DISTANCE: 6 LIGHT YEARS

               OBSERVATIONS:

6 LIMBS AND HANDS. - EXCEPTIONALLY TOUGH
BLUE CHITINOUS EXOSKELETON. - VERTIBRATE. -
320 DEGREES FIELD OF VISION. - IMMUNE TO
DISEASE, CELLULAR DETERIORATION OR MALFUNCTION.
KRAYANS ONLY SUFFER ACCIDENTAL DEATH.
68% OXYGEN REQUIREMENT.
FOR FURTHER INFORMATION ACCESS p1105SAR...
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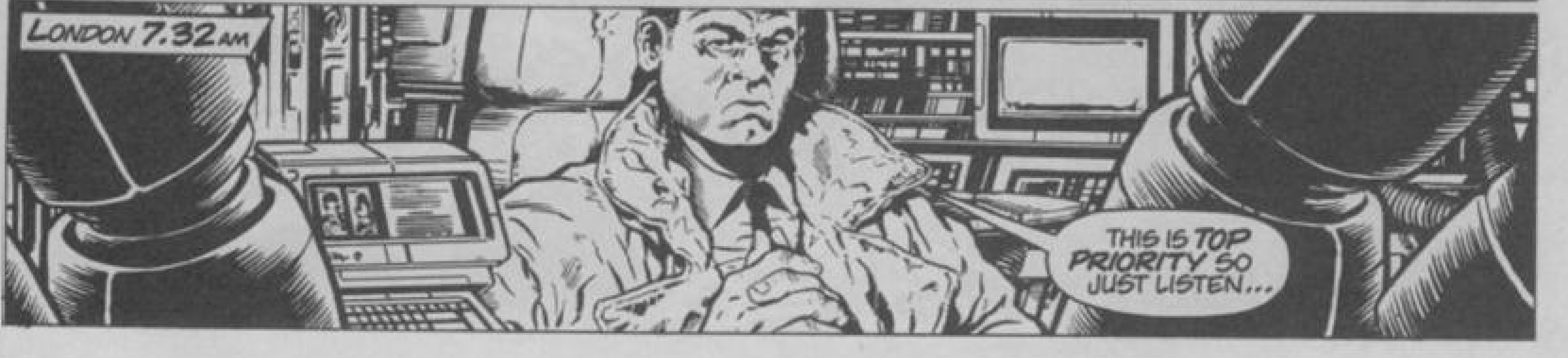
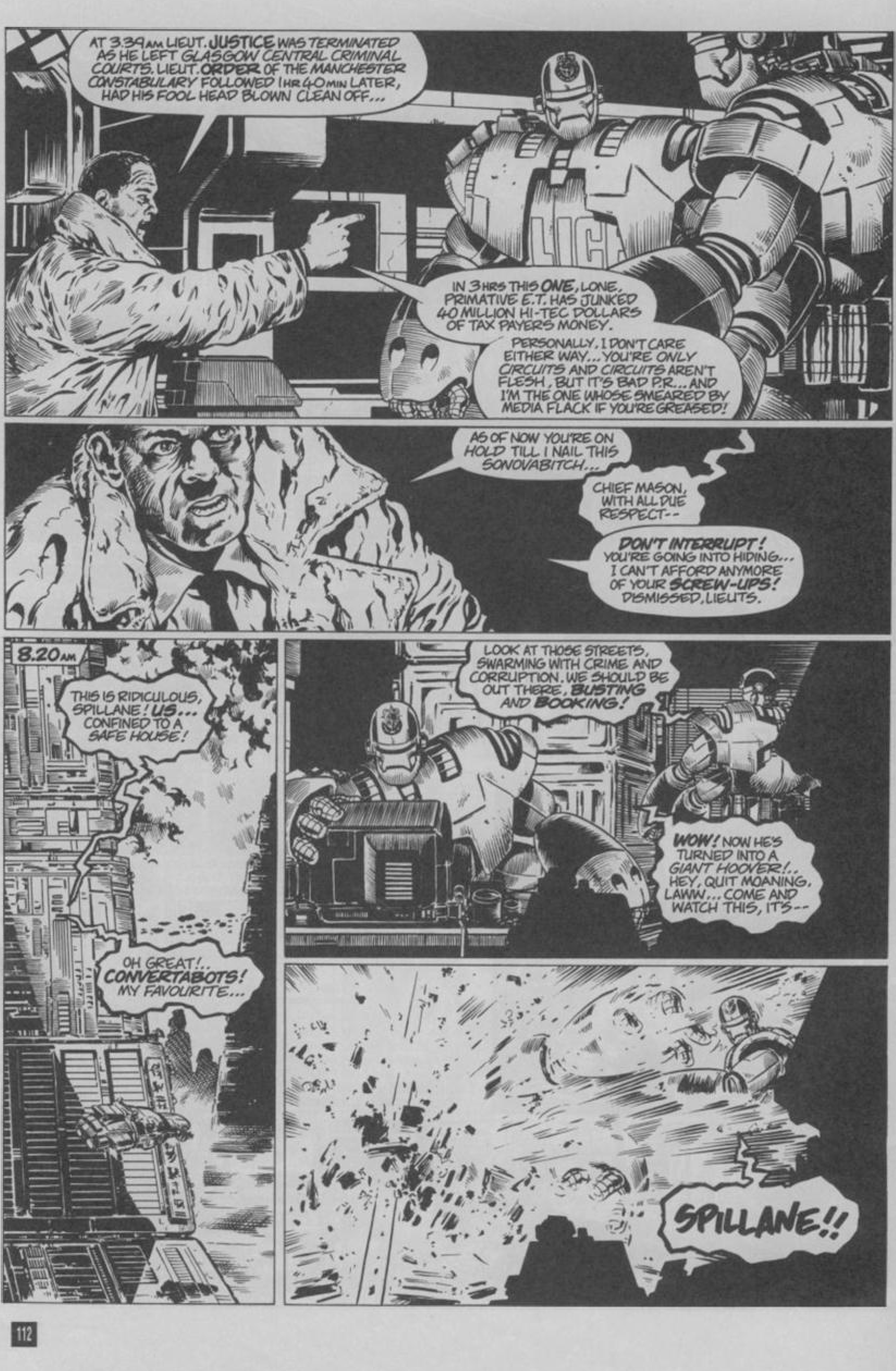
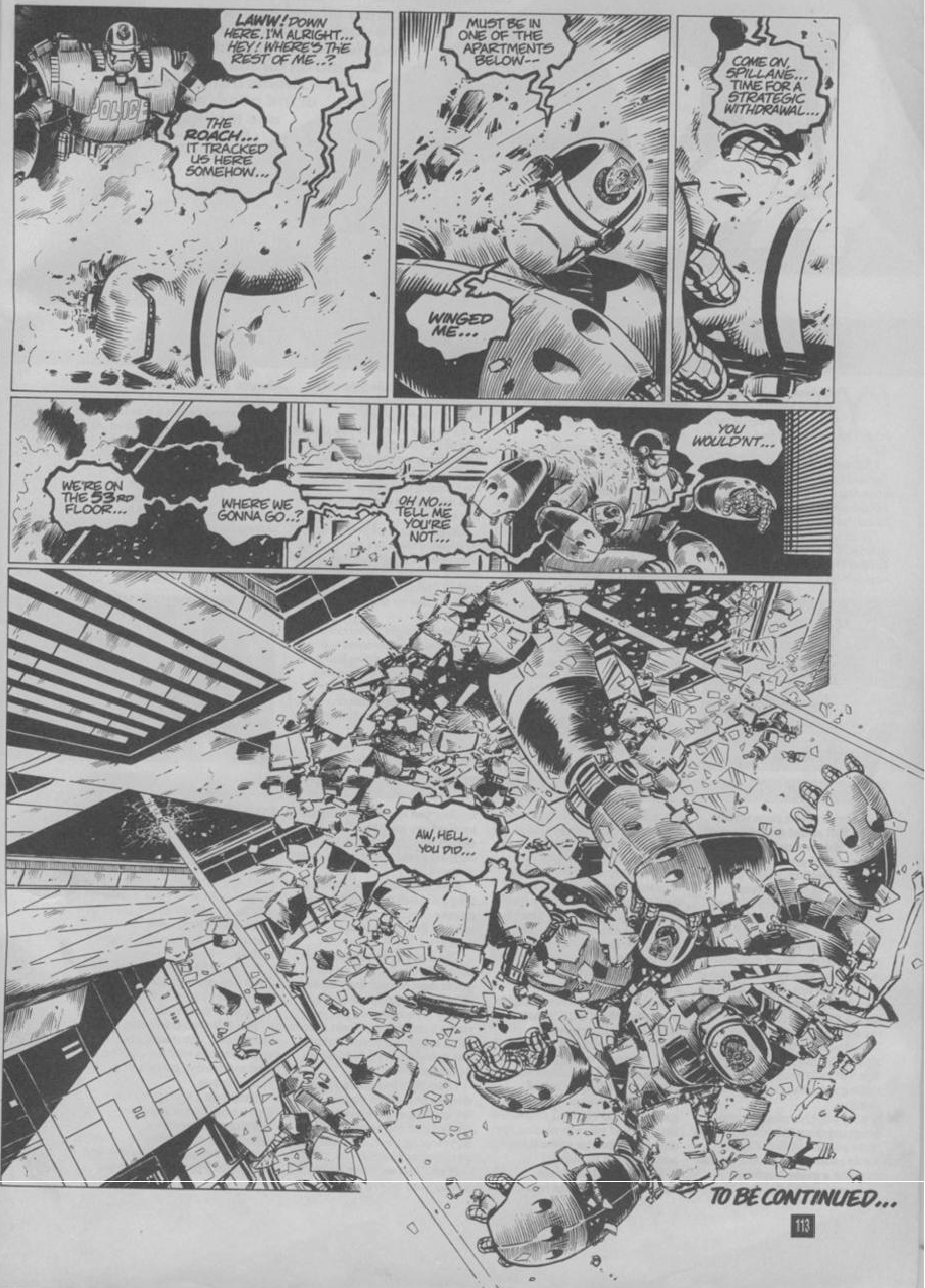
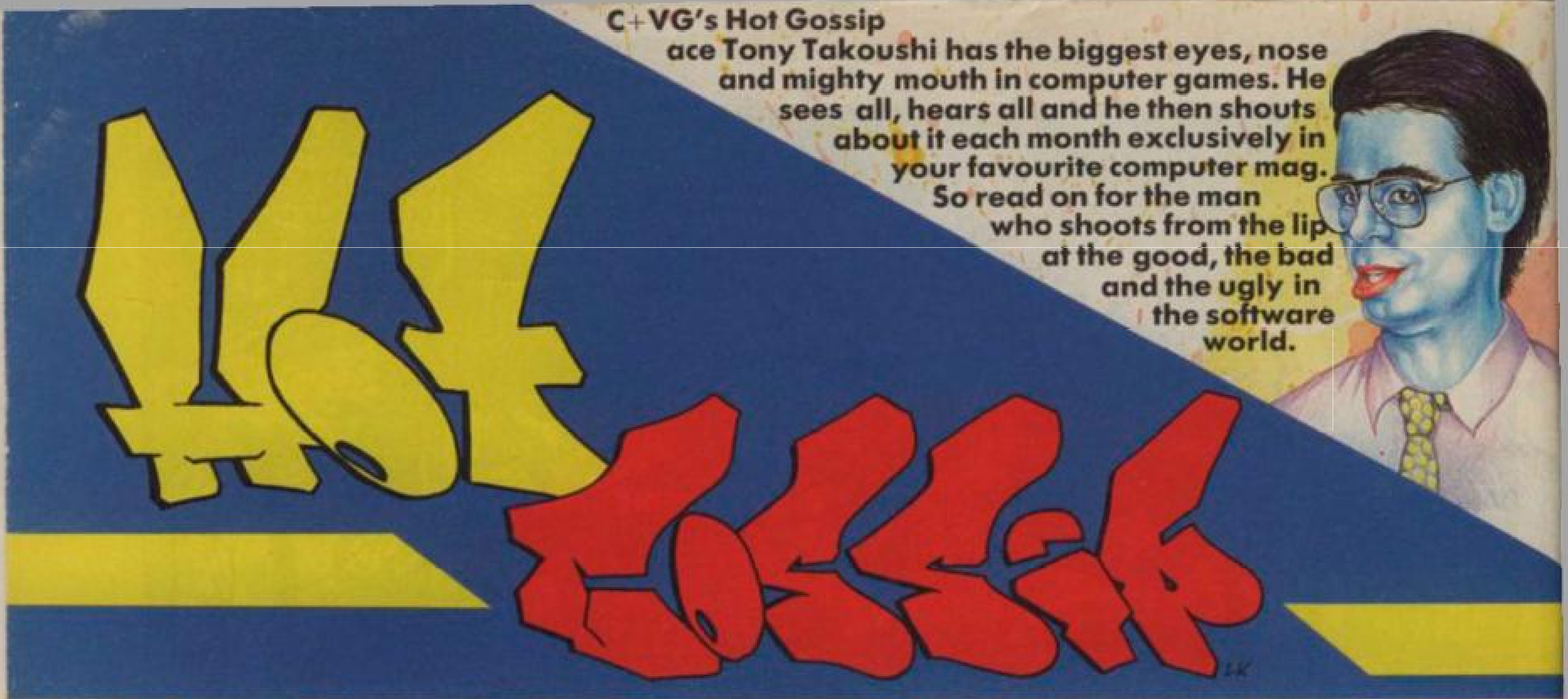

LONDON 7.32AM
THIS IS TOP PRIORITY SO JUST LISTEN...


AT 3.39 AM LIEUT. JUSTICE WAS TERMINATED AS HE LEFT GLASGOW CENTRAL CRIMINAL COURTS. LIEUT. ORDER OF THE MANCHESTER CONSTABULARY FOLLOWED 1 HR 40 MIN LATER, HAD HIS FOOL HEAD BLOWN CLEAN OFF...
LIC
IN 3 HRS THIS ONE, LONE, PRIMATIVE E.T. HAS JUNKED 40 MILLION HI-TEC DOLLARS OF TAX PAYERS MONEY.
PERSONALLY, I DON'T CARE EITHER WAY... YOU'RE ONLY CIRCUITS AND CIRCUITS AREN'T FLESH, BUT IT'S BAD P.R... AND I'M THE ONE WHOSE SMEARED BY MEDIA FLACK IF YOU'RE GREASED!
AS OF NOW YOU'RE ON HOLD TILL I NAIL THIS SONOVABITCH...
CHIEF MASON, WITH ALL DUE RESPECT--
DON'T INTERRUPT! YOU'RE GOING INTO HIDING... I CAN'T AFFORD ANYMORE OF YOUR SCREW-UPS! DISMISSED, LIEUTS.
8.20 AM
THIS IS RIDICULOUS, SPILLANE! US... CONFINED TO A SAFE HOUSE!
OH GREAT!.. CONVERTABOTS! MY FAVOURITE...
LOOK AT THOSE STREETS, SWARMING WITH CRIME AND CORRUPTION. WE SHOULD BE OUT THERE, BUSTING AND BOOKING!
WOW! NOW HE'S TURNED INTO A GIANT HOOVER!.. HEY, QUIT MOANING, LAWW... COME AND WATCH THIS, IT'S--
SPILLANE!!


LAWW! DOWN HERE. I'M ALRIGHT... HEY! WHERE'S THE REST OF ME..?
POLICE
THE ROACH... IT TRACKED US HERE SOMEHOW...
MUST BE IN ONE OF THE APARTMENTS BELOW--
WINGED ME...
COME ON, SPILLANE... TIME FOR A STRATEGIC WITHDRAWAL...
WE'RE ON THE 53RD FLOOR...
WHERE WE GONNA GO..?
OH NO... TELL ME YOU'RE NOT...
YOU WOULDN'T...
AW, HELL, YOU DID...
TO BE CONTINUED...



C+VG's Hot Gossip
ace Tony Takoushi has the biggest eyes, nose
and mighty mouth in computer games. He
sees all, hears all and he then shouts
about it each month exclusively in
your favourite computer mag.
So read on for the man
who shoots from the lip
at the good, the bad
and the ugly in
the software
world.

"You brute, you brute," she sobbed trying to slap my face. Take it easy, honey. I didn't kill him. But I'll find out who did!"

I flipped open my pack of *Tic-Tac* and half way through bouncing it off my forearm she lunged wildly trying to slap me round the head.

I leant over the corpse and decided it was time to boot up **Killed Until Dead**. This case was getting out of hand!!

This month's offering is a VERY classy who-is-gonna-do-it! No I don't have a screw loose! Just keep reading.

You take on the role of top detective Hercule Holmes. You have to discover the would-be-murderer. Potential victim, weapon, location and motive BEFORE the act is committed.

It's a fun slant on a tried and trusted theme.

Killed Until Dead comes from that classy U.S. outfit Accolade. As with all their previous releases, it is very well presented and oozes quality.

You start the game with a hi-res screen and the game title set against an eerie mansion. There is a digitised thunder-clap and a bolt of lightning flashes down the screen.

You are then given a brief scenario explaining the scene and your role in the events to come.

You are given the choice of entering the Hercule School of Sleuthdom (honest!) or going straight into the game.

If you play the game you choose one of four difficulty levels (from Elementary, my dear Watxon, Murder Medium Rare, Cases for the Cunning and Super Sleuth!) and then get an actual mystery to solve.

On the easy level (well what did ya expect!) there are seven cases available, Weight Watchers, Mars Needs Women (huh?), Beaujolais or Bust, Hold the Mustard, Banana Falls, A Case for the Birds and Fast Food Fight.

I chose Weight Watchers (ah-hmm) and was presented with a tasty pic of a man sitting behind a desk with his hand outstreched.

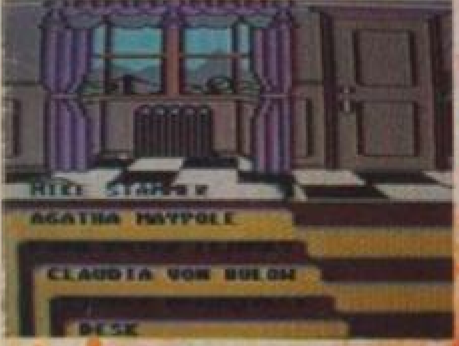
From here on the sleuthing begins. You can choose any one of four main sections on the table to investigate.

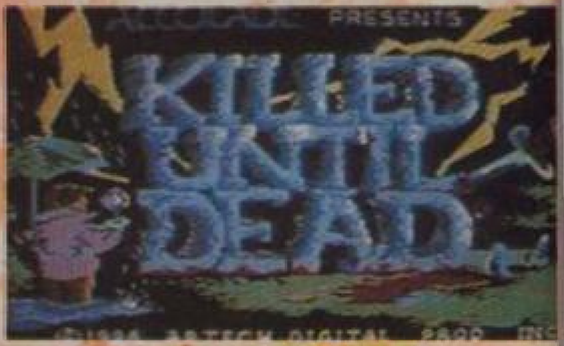
Surveillance lets you look over the house keeping tabs on the suspects. You have monitor (video), tape (conversations) and break-in.

The second section is a stack of files which give you a run-down on the five characters in the mystery. Mike Stammer, Claudia Von Bulow and Agatha Maypole.

To help you along the telephone occasionally rings and drops you pointers where you should be looking for answers.

It's one of the slickest adventures — did I really use that word? — to worm its way into my drive.





There was a time when just about anyone could sit down and write a game — and given a little skill and imagination, make a living.

Today the market has become VERY professional. And this is not all good news folks. . .

Take a typical professional game that received excellent ratings for graphics and sound but still did not deliver in the playability stakes. A number spring to mind, the most recent being *Cosmic Bakery*. The attention to detail was almost faultless BUT there was virtually no gameplay or lasting interest built into the design.

Why am I harping on about programming this month? The main reason is that I took three months out and decided to write a game back in December 1985.

I made a vow to write totally original arcade games, that were heavy on playability and had an exciting design.

Strangely enough, I really was not sure whether I could write a game. I was very lucky and was given a flying start by Richard Leinfellner (he of *Cauldron* fame) who taught me the basics.

I have now written two games for me C16/+4 — *Starburst* — and have bought myself a BMW 628 sports coupe with the royalties.

What is the moral of all this? Well, there is money to be made even IF you don't have super graphic and sound people to enhance your games, PROVIDING you know the market you are aiming for and can produce something people want to play.

The biggest problem encountered to date has been finding the right company to market my games. This, I would imagine, is one of the biggest problems facing other authors.

A lot of people have asked why I did not market my own games since I have been around the micro scene for years.

The answer is simple and painfully obvious. It costs a great deal of money, and time, to market a game properly. Today if you cannot get your game into the big chain stores, odds are it will bomb out and not achieve anything like its potential sales.

I had decided quite simply to design and write games and let someone else market them while I put my energies into developing new, original and exciting concepts.

If you can write an original game then take a chance and DO IT! But beware of conversions. These tend to be soul-destroying, repetitive work.

Another major area to watch out for is to make sure that the company buying your game will do it justice. In the form of press launches, adverts, demos to mags and selling to stores.

It would be nice to write AND sell my own games. But the reality today is that this is virtually impossible.

Tim tells me that I can do a full blown feature on my experiences with designing and marketing games in a future issue.

Drop me a line if you have had some bad encoutners with software companies, or if what YOU would like to see in C+VG's feature on writing and marketing your own games.

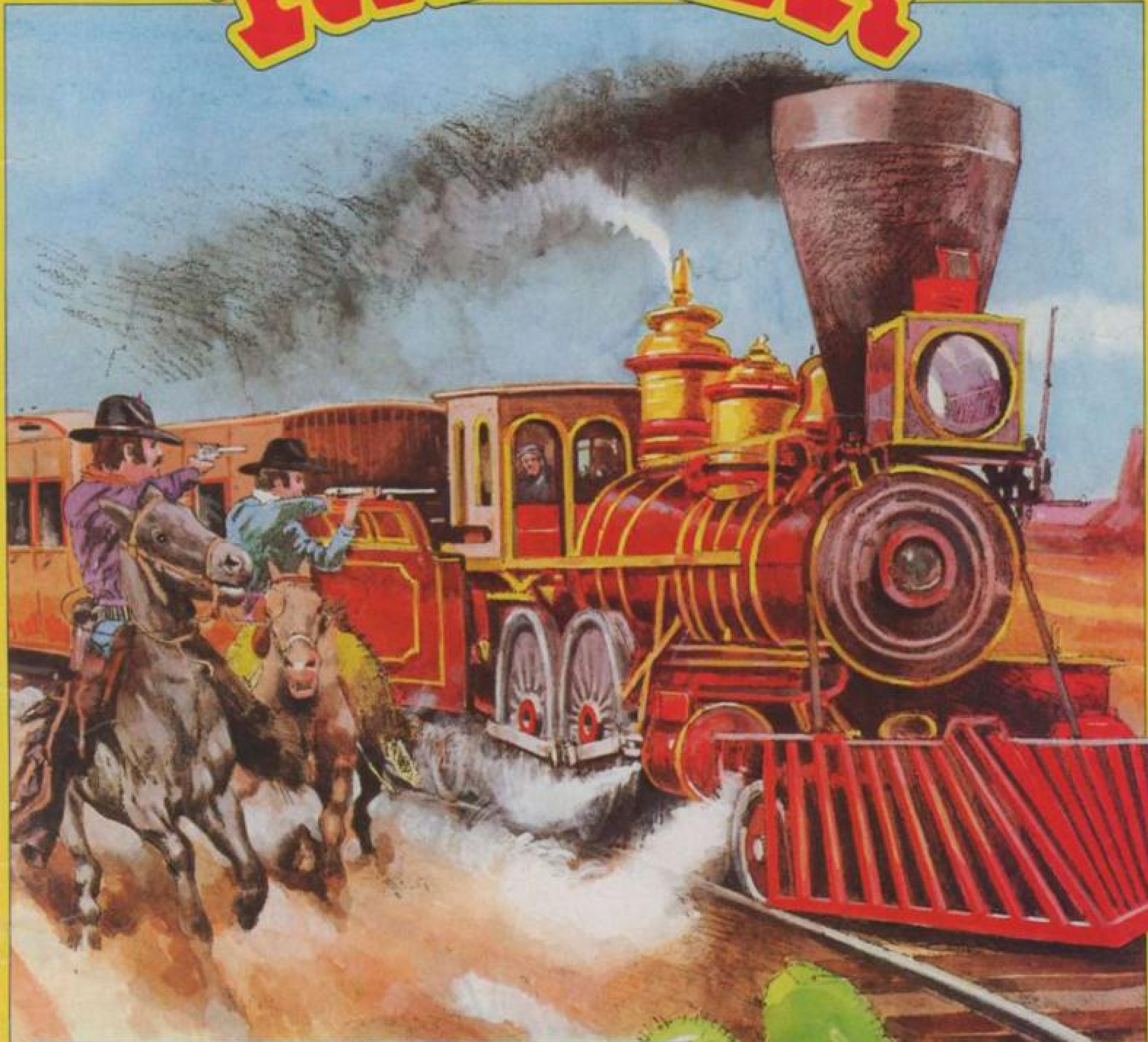
Tony Takoushi

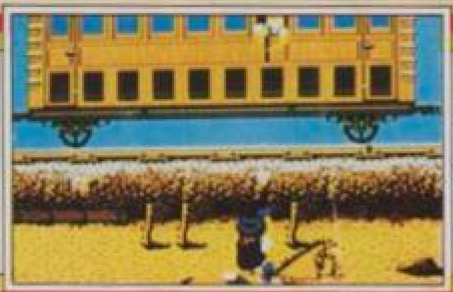
THE COIN-OP SENSATION FROM DATA EAST...

DATA EAST

DATA EAST

EXPRESS RAIDER





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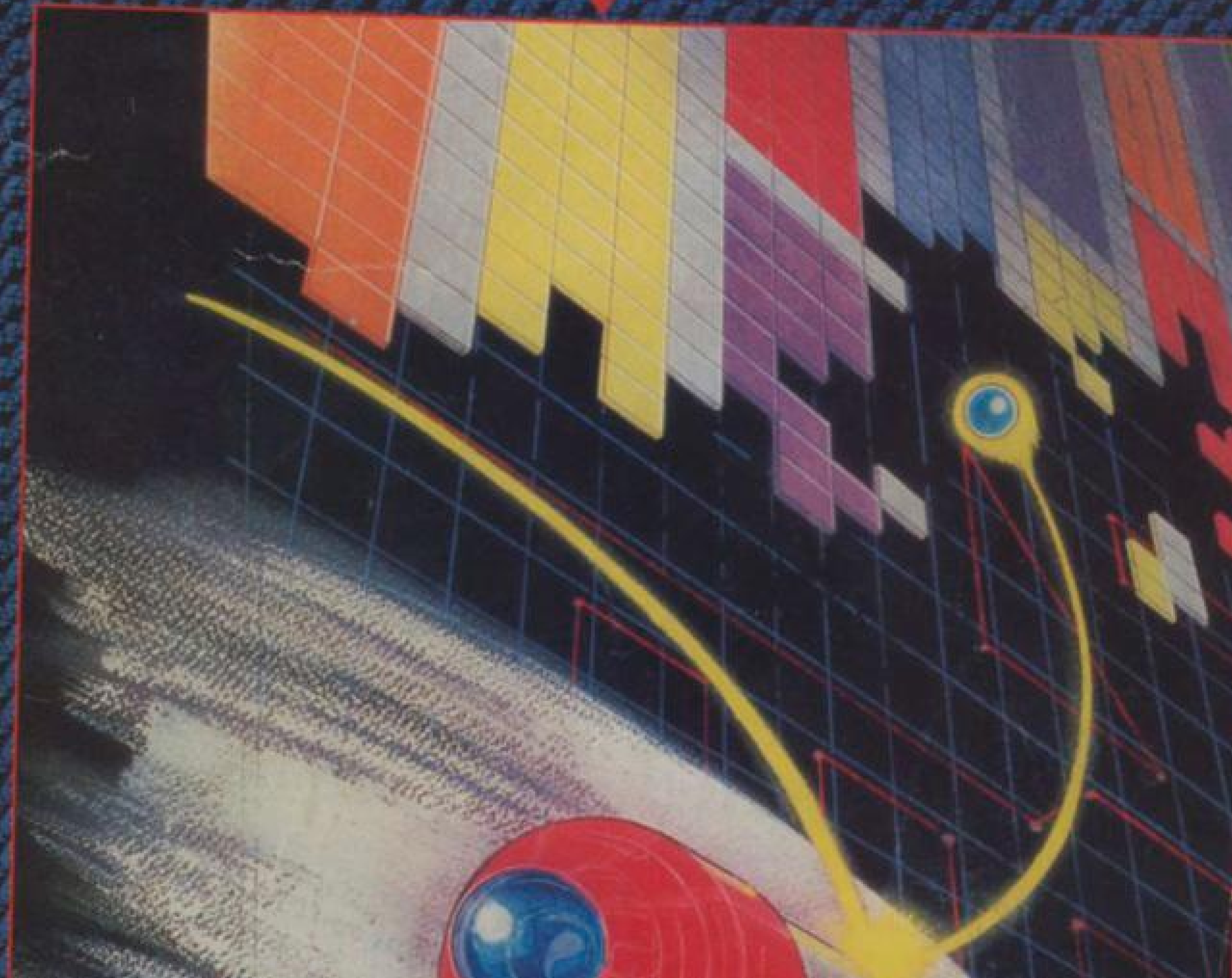

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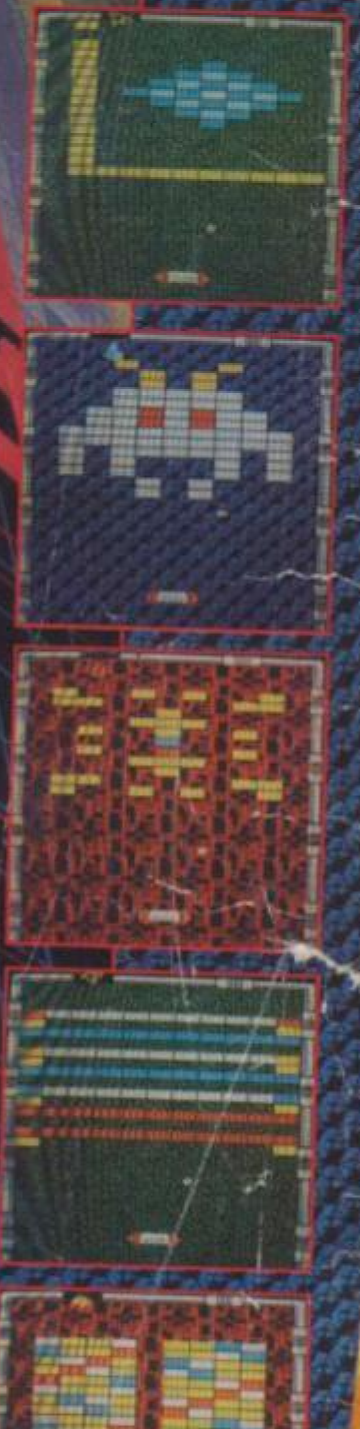

Screen shots taken
from Arcade version.

Imagine

...the name
of the game

GOLDEN COIN-OP Hot Shot

Imagine Software (1984) Limited
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